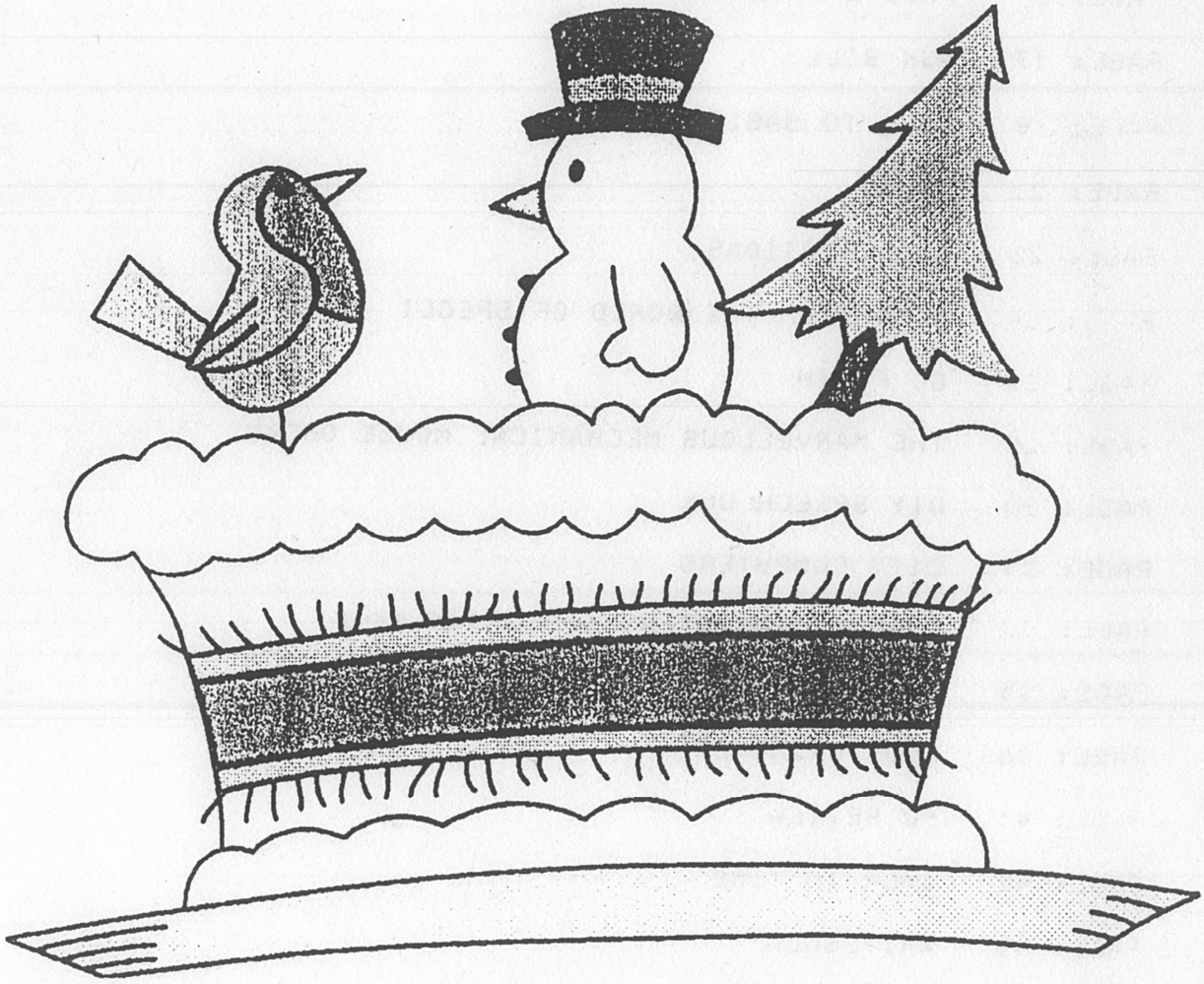


1994

SPECTRUM U.K.

Merry Xmas



ISSUE ELEVEN
U.K. £1.50
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EDITORIAL

IT'S HERE AT LAST, CHRISTMAS TIME MISTLETOE AND WINE, SO COME ON FOLKS THROW A TURKEY IN THE OLD OVEN GET THE SCOTCH OUT AND GENERALLY HAVE A GOOD TIME, WE HAVE SUFFERED THIS YEAR, SO LET'S LET IT ALL HANG OUT, I AM TALKING SERIOUS EXPOSURE, JULIE AND I HAVE AGREED THAT ONCE THE KIDS ARE IN BED ON CHRISTMAS EVE WE ARE GOING TO GET LEGLESS.

AND SOME MORE GOOD NEWS FOLKS JULIE HAS JUST TOLD ME SHE WANTS US TO HAVE HER MOTHER FOR CHRISTMAS, I AM ALL FOR IT, I LOVE MY MOTHER IN LAW...? AND WHAT A NICE CHANGE FROM A TURKEY, I WELL REMEMBER THE LAST TIME SHE CAME FOR CHRISTMAS, AFTER I HAD DRANK THE BEST PART OF A BOTTLE OF SCOTCH IT TOOK THE HARSH EDGE RIGHT OFF HER VOICE, THE ONLY TROUBLE WAS I COULD SEE TWO OF HER...?

RIGHT NOW LET'S CRACK ON, TWO MAJOR CHANGES HAVE HAPPENED TO SPECTRUM U.K THE FIRST IS, AND WE ARE VERY SORRY ABOUT THIS FOLKS BUT WE HAVE TO PUT THE PRICE OF THE MAG UP TO £1.50P, WE ARE SLIPPING SLIGHTLY IN THE RED AND DEFINATELY DON'T WANT TO GO DOWN THAT ROAD, WE HOPE THAT YOU THINK THAT THE MAG IS WORTH AN EXTRA 50P, LETS FACE IT FOLKS IT IS THE BEST SPECCY MAG AROUND.

NOW THE SECOND CHANGE, THERE IS A LOT OF PRESSURE PUTTING A MAG TOGETHER EVERY MONTH FOR EVERYONE INVOLVED, SO NOTICING WHAT A BREEZE IT WAS TO PUT THIS ISSUE TOGETHER WITH THE EXTRA COUPLE OF WEEKS, WE HAVE DECIDED TO PUT THE MAG OUT BI-MONTHLY, BY DOING THIS WE REALLY CAN CONTINUE FOREVER, AND THE MAG WILL GO FROM STRENGTH TO STRENGTH, SO THE NEXT ISSUE WILL BE OUT ON THE 15TH OF FEBRUARY.

I WOULD NOW LIKE TO WELCOME THE NEW MEMBERS WHO HAVE JOINED US OVER THE PAST FEW WEEKS, WELCOME TO SPECTRUM U.K FOLKS, YOU ARE NOW ALL MEMBERS OF THE BIGGEST SPECCY USERGROUP ALIVE, AND MAY I ALSO WELCOME THE NEW MEMBERS FROM MELTON MOWBRAY, HOW WE MET THESE SPECCY LOVERS IS A STRANGE TALE INDEED, I WILL EXPLAIN ALL ON THE LAST POST PAGE.

CAN WE NOW ASK YOU FOLKS TO WRITE ARTICLES FOR THE MAG, LETS HAVE YOUR INPUT, YOU DON'T HAVE TO WRITE ON A REGULAR BASIS IF YOU DON'T WANT TO, JUST THE ODD ARTICLE WILL DO, WE WANT TO KEEP THE MAG FRESH AND ALIVE, AND IT WILL BE YOUR INPUT THAT DOES THE TRICK SO COME ON FOLKS GIVE US SOME PAGES, TOGETHER LETS MAKE SPECTRUM U.K THE BIGGEST AND BRIGHTEST MAGAZINE EVER SEEN.

BEFORE I FORGET I REALLY MUST THANK ARNOLD YATES FOR STEPPING IN TO FILL IN FOR ANGUS AT SUCH SHORT NOTICE, MANY THANKS MATE, IT REALLY IS APPRECIATED, PS, ARNOLD IS, ASK BILL.

WELL FOLKS THATS ABOUT A WRAP FOR THIS ISSUE, JULIE AND I WOULD LIKE TO THANK ALL OF YOU FOR YOUR CONTINUING SUPPORT, AND MAY WE WISH EACH AND EVERY ONE OF YOU A REALLY HAPPY AND PEACEFUL CHRISTMAS, AND WE WILL SEE YOU ALL IN FEBRUARY.

.....TOGETHER LETS TAKE THE SPECCY INTO 1995.....

ZEST

'HELLO ZINNERMAN HERE...ONCE AGAIN' REVIEWING MORE GAMES, DATING WAY BACK IN THE DAYS OF HAPPINESS AND HEALTH.

DAN DARE 'PILOT OF THE FUTURE' was an original comic character way back when the price of a bottle of milk was a halfpenny. Originated by IPC COMICS LTD, and now a computer game by :-

VIRGIN GAMES LTD



DAN DARE PILOT OF THE FUTURE...

and his trusted friend DIGBY are sent to defend the earth from being destroyed by the evil MEKON.

The evil MEKON has his space ship within a hollowed out asteroid. DAN and DIGBY have to seek and destroy, before earth is no more.

DAN DARE and his most trusted friend DIGBY zoom off in his spaceships ANASTASIA.

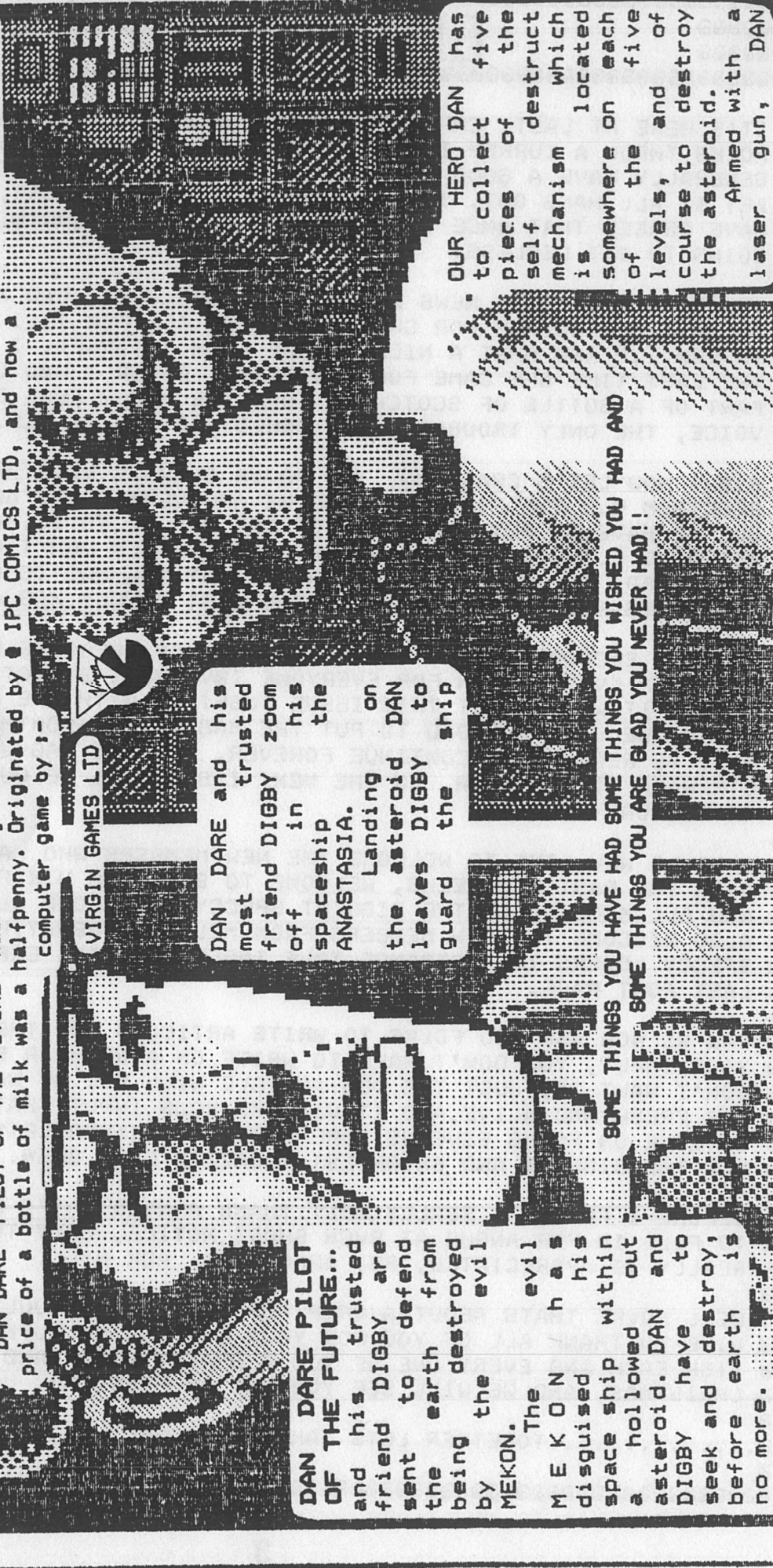
Landing on the asteroid DAN leaves DIGBY to guard the ship

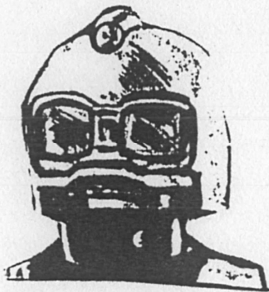
and seeks to locate the main control room and destroy the asteroid, and the MEEKON TROOPERS.

DAN has only 2 hours to complete this task or it's GOODBYE PLANET EARTH.....!

OUR HERO DAN has to collect five pieces of the self destruct mechanism which is located somewhere on each of the five levels, and of course to destroy the asteroid. Armed with a laser gun, DAN

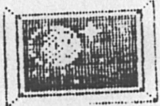
SOME THINGS YOU HAVE HAD SOME THINGS YOU WISHED YOU HAD AND SOME THINGS YOU ARE GLAD YOU NEVER HAD!!





DAN DARE

PILOT OF THE FUTURE



JOIN COLONEL DARE AND HIS VALIANT COMPANIONS ON THEIR JOURNEY THROUGH PERIL IN...

has to avoid the:- AUTOMATIC DEFENCE LASERS, which are scattered around the different levels, TREEN TROOPERS are also armed with LASERS. If DAN gets zapped he will lose energy and has to go to jail.

After gaining back his energy, and re-filled with laser bolts off he goes again, but no matter how far you have advanced too, one TREEN ZAP and its back to the beginning and jail.

As DAN is very fit and agile, he has no trouble running around, dodging the baddies, jumping, left, right, up and down the lifts and collecting extra energy.

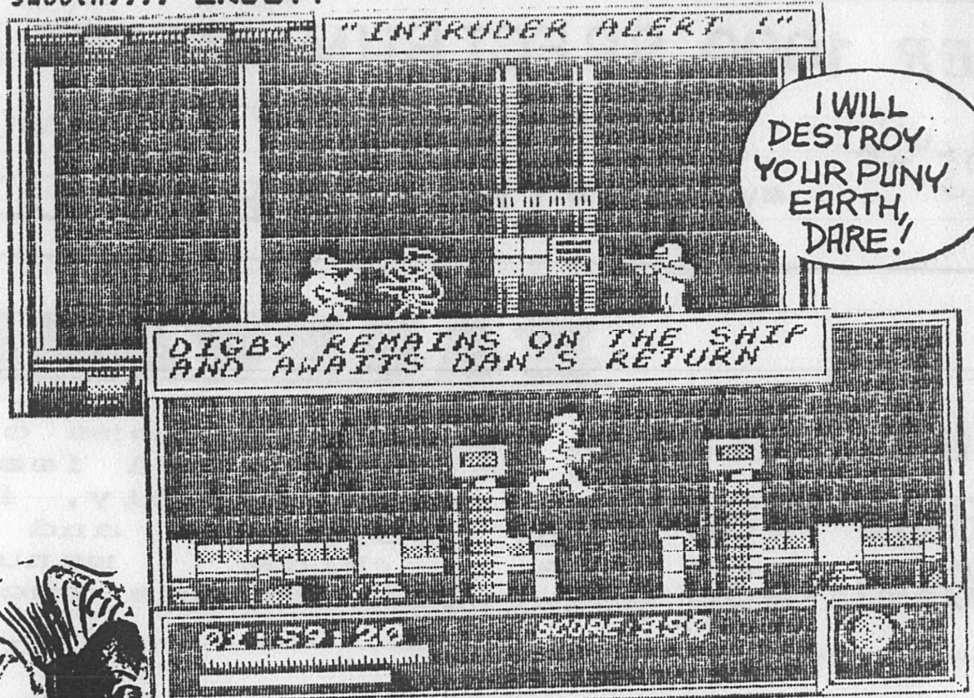
The controls are quite simple and easy to use on the keyboard;

- Q = UP
- A = DOWN
- P = RIGHT
- B, N, M, SS, & SPACE = FIRE



ZINN SEZ The general layout of the game is very good and I liked the Comic feel to the game with

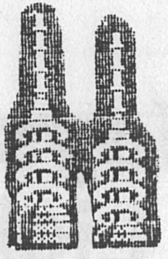
the comments on the corners of the screen. The graphics and colours are very good and game play is smooth.... ENJOY!



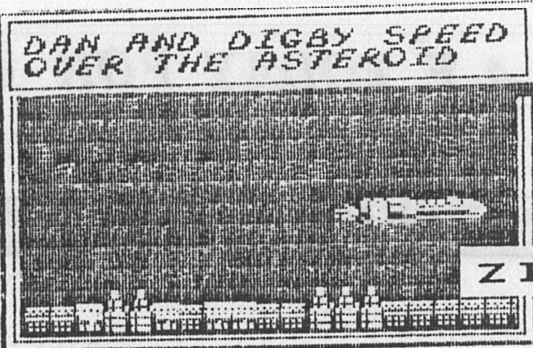
WE MUST STOP THE GREEN HORROR BEFORE THE ASTEROID COLLIDES WITH US!

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NOTICE BOARD

MARK WICKSON
49 PERROTT CLOSE
NORTH LEIGH
WITNEY
OXON
OX8 6RU

MARK IS A NEW MEMBER TO SPECTRUM U.K. AND FOR THE PAST TWO YEARS HE HAS BEEN WRITING PROGRAMS ON THE AMIGA, BUT LIKE MANY HE STILL LOVES THE OLD SPECCY AND WANTS TO WRITE SOME NEW PROGRAMS FOR IT. HE HAS WRITTEN IN TO ASK IF ANYONE CAN HELP HIM TO LOCATE THE FOLLOWING, LASER BASIC AND IT'S COMPILER, A GRAPHICS PACKAGE, AND A MUSIC PACKAGE THAT COULD BE USED WITH LASER BASIC, OR SPECTRUM BASIC.

ALSO MARK ASKS IN HIS LETTER CAN ANYONE HELP HIM WITH, AMIGA 'SPECTRUM EMULATOR' FILES FOR THE GAMES, RENEGADE BY IMAGINE, AND TARGET RENEGADE, HE HAS ATTEMPTED TO TRANSFER THESE OVER TO THE AMIGA FOR USE WITH THE SPECTRUM EMULATOR, BUT WITH NO LUCK.

ALSO BECAUSE THESE TWO GAMES ARE HIS ALL TIME FAVOURITES, HE IS DESPERATE TO BUY ANY POSTERS OF ANY SIZE OF THE COVERS OF THESE GAMES, AND ANY PHOTOCOPIES IE REVIEWS ETC, IN ACTUAL FACT HE IS AFTER ANYTHING CONCERNING THESE GAMES, SO IF ANYONE CAN HELP MARK WITH ANY OF THE ABOVE THEN PLEASE CONTACT HIM AT THE GIVEN ADDRESS, THANK YOU.

JOE BLIZARD
101 BURY ROAD
STOWMARKET
SUFFOLK
IP14 1PD
TEL: 0449 675193

JOE HAS WRITTEN IN WITH AN URGENT REQUEST FOR ANY FANTASY SCREENS OR CLIP ART IN EITHER PC OR SPECTRUM, HE DESPERATELY NEEDS THIS MATERIAL, SO COME ON FOLKS IF ANY OF YOU CAN HELP HIM THEN PLEASE EITHER WRITE OR RING JOE AT THE ABOVE ADDRESS, THANK YOU.

QUESTER'S QUORUM
GREAT PRIZE

TURN TO QUESTER'S QUORUM FOLKS IN THIS ISSUE AND READ CAREFULLY, JOE IS OFFERING A GREAT PRIZE FOR YOUR HELP, THE INFORMATION THAT ONLY YOU CAN SUPPLY IS VITAL IN HELPING TO GOING TOWARDS KEEPING THE SPECCY ALIVE, SO PLEASE GET INVOLVED AND WRITE TO HIM NOW FOLKS IT REALLY IS VERY IMPORTANT, THANK YOU FOR YOUR HELP.

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Don't forget to mention SPECTRUM UK!

And for the 128k and grey +2:

To 48k mode: POKE 23611,205:PRINT USR 4867
To 128k mode: RANDOMIZE USR 23325

On the older 128k machines, an error while in 48k mode will cause a return to 128k mode. To avoid this, enter 1 STOP and run it. (In fact, an easier way to do this is to enter CLEAR, since it, like RUN, refreshes the stack and tells the computer what mode it's in).

Miles Kinloch's letter was somewhat longer. First of all, you can omit the LET I= part from the LET I=USR 5534, since 128 BASIC accepts USR 5534 on its own. However, any commands or lines entered will simply result in an OK message and a return to 128k mode, so no editing can be done in 48k mode. The way around this is to set the value at address 23611 to 205.

Typing POKE 23611,205 before the USR call will therefore allow you to use the 48k editor while in it, but the first command you give when you have entered 48k mode must be CLEAR - otherwise, the computer doesn't know which mode it's in. To return to 128k mode, use another call, RANDOMIZE USR 23325 (on a 128k or grey +2) or RANDOMIZE USR 23354 (on a +2a or +3). Incidentally, when you use the poke detailed above, the UDG characters T and U (which are normally replaced by the 128k commands SPECTRUM and PLAY), will work as graphic characters rather than keywords when the program is run.

However, the poke has the disadvantage that certain peripherals, such as the +D drive, use bit 4 of 23611 themselves to check which mode is in use, and after a DOS error can sometimes return to 48k mode instead of 128k if the poke is in place. To solve this, enter POKE 23611,221 after the USR call to return from 48k mode. On +2a and +3 computers, SPECTRUM has the same effect as the poke and USR call, so in fact, neither are needed for them. With the older machines, however, the SPECTRUM command works differently, locking out the 128k paging port and making a return to 128k mode impossible.

Finally, never do a printer dump when using 48k mode in this way, since the COPY command will clear the printer buffer and you'll be stuck in 48k mode! To sum up, here's what you have to do from 128 BASIC if using an old 128k machine:

```
POKE 23611,205
USR 5534
CLEAR
(You can now use the 48k editor)
RANDOMIZE USR 23325
(You can now use the 128k editor)
```

And here's what you have to do from 128 BASIC if using a newer 128k:

```
SPECTRUM
CLEAR
(You can now use the 48k editor)
```

RANDOMIZE USR 23354

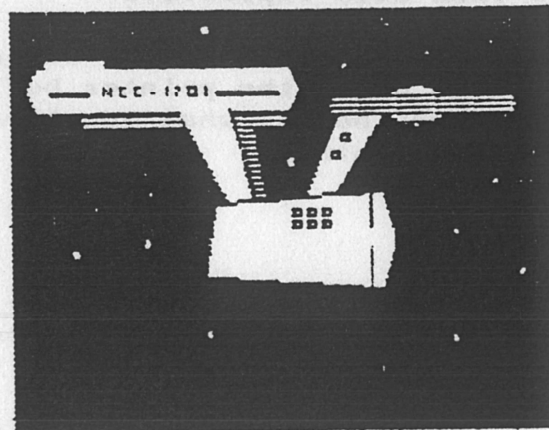
(You can now use the 128k editor)

Phew! I've used up loads of space just writing about that routine, but hopefully it will be of use to someone! Also, it's useless to 48k owners, who don't have 128 BASIC, so here's a little scrolling routine written by me. It will work on any Spectrum and scrolls your message from right to left in steps of one character. Colour characters should not be included in the scroller, since when they scroll off the left hand side, things go wrong! Your message must be at least 32 characters long for the string slicing routine to work. Finally, it's advisable to have some spaces on the beginning, to give people a chance to read the first few words!

```
10 REM *** SCROLLER ***
20 LET M$="your message"
30 LET X=10:LET Y=0
40 LET M$=M$(2 TO)+M$(1)
50 PRINT AT X,0;INK Y;M$(TO 32)
60 GOTO 40
```

If you want a very long scroller and the text won't all fit on one line, you can use lines 21 to 29 to hold the rest of the message. Make each line LET M\$=M\$+"more of your message" until it's finished. When the whole message has been shown, it will start again from the beginning. You could add a routine to make the scroller stop when a key is pressed. The routine is suitable for use in your own programs.

Changing the value of X in line 30 will alter the line along which the message scrolls, but make sure X is always a whole number from 0 to 21. Changing the value of Y alters the colour of the whole message - this must be a whole number from 0 to 7, but 7 will be invisible (white) unless you have a dark background. You could also have an inversed, flashing or bright scroller with a different paper colour.



Paul's Programs boldly goes...

As well as the suggestions about the mode swapping routine, Miles

Kinloch has also sent me three of his great PD programs for me to include. The first of these is an equation solver called SOLVEX. All relevant instructions will appear on screen when it is run, so I won't bother explaining it here. If you type in a load of rubbish which doesn't make sense, the program will stop with an error report, so keep your equations serious! Here's the program:

```

10 REM          SOLVEX
20 REM
30 REM (PD) Miles Kinloch 1992
40 REM
50 DEF FN G(X)=VAL A$:CLS
60 PRINT "N.B. This program is only design-ed for equations where x is
NOTRAISED TO A POWER, so will not cope with quadratics etc."
70 PRINT "  When typing in your equation,you need not insert '*'
where a multiplication sign would not benecessary in standard
algebraic notation: e.g. 2(3x+4)=16x/2 can"
80 PRINT "be entered as it stands. You mayuse the Spectrum's functions
in your equations, but you MUST usethe Spectrum tokens, for exampleSIN
x=COS x must NOT be spelled out S-I-N x=C-O-S x etc."
90 PRINT "  Remember to include brackets in cases such as 8/(2x+2)=2
whenyou mean to divide 8 by the sum of 2x and 2. (In textbooks,
thiswould be written with the 2x+2"
100 PRINT #0;AT 0,0;"UNDER the division line and so without the
brackets.)"
110 PAUSE 0:CLS
120 IF LEN INKEY$ THEN GOTO 120
130 INPUT "Enter equation in terms of x:-"LINE E$:IF NOT LEN E$ THEN
BEEP .8,-15:GOTO 120
140 PRINT AT 0,0;E$;#0;AT 0,0;"Finding interval containing x...":LET
B$=E$:LET A=0
150 LET A=A+1:IF A=LEN B$ THEN GOTO 180
160 IF (B$(A)>=0 AND B$(A)<="9" OR B$(A)="x" OR B$(A)="X" OR B$(A)="")
OR B$(A)=CHR$ 167) AND (B$(A+1)="x" OR B$(A+1)="X" OR B$(A+1)="(" OR
B$(A+1)=CHR$ 167) THEN LET B$=B$(TO A)+"*"+B$(A+1 TO)
170 GOTO 150
180 LET A=0
190 LET A=A+1:IF B$(A)="=" THEN LET C$=B$(A+1 TO):LET B$=B$(TO
A-1):GOTO 210
200 GOTO 190
210 LET A$=B$+"-("+C$+")":LET X$="":LET D=1E-7:LET E=2E-7:LET
G=1E-7:LET N=1:LET P=1:LET Q=2
220 IF FN G(D)=FN G(E) THEN LET D=D*10:LET E=E*10:GOTO 220
230 LET R=(FN G(E)<FN G(D)):IF FN G(G)<0 AND NOT R OR FN G(G)>0 AND R
THEN GOTO 280
240 LET A=0:IF FN G(G)>0 AND NOT R OR FN G(G)<0 AND R THEN LET A=1:LET
H=G:LET Q=.5:LET P=P*Q:LET N=0
250 PRINT #0;AT 1,0;G,:IF FN G(H)<FN G(G) AND NOT R OR FN G(H)>FN G(G)
AND R THEN LET G=G+.5*(H-G):GOTO 250
260 IF A THEN GOTO 240
270 LET L=G:GOTO 320
280 LET A=0:IF FN G(G)<0 AND NOT R OR FN G(G)>0 AND R THEN LET A=1:LET
L=G:LET G=G+P:LET P=P*Q:IF N THEN IF ABS (FN G(L)-FN G(G))<5E-7 THEN
LET G=-G:LET Q=.5:LET P=P*Q:LET N=0

```

```

290 PRINT #0;AT 1,0;G,:IF FN G(G)<FN G(L) AND NOT R OR FN G(G)>FN G(L)
AND R THEN LET G=G-.5*(G-L):GOTO 290
300 IF A THEN GOTO 280
310 LET H=G
320 PRINT #0;AT 0,0;"Homing in...";,
330 LET X=.5*(H+L):LET V=FN G(X):IF STR$ X=X$ THEN GOTO 370
340 LET X$=STR$ X:PRINT #0;AT 1,0;X$,
350 IF V<0 AND NOT R OR V>0 AND R THEN LET L=X:GOTO 330
360 IF V>0 AND NOT R OR V<0 AND R THEN LET H=X:GOTO 330
370 LET X=INT (X*2E8)/2E8
380 PRINT AT 2,0;"x=";X,#0;AT 0,0;"Press any key",, "(P to
Print)",:BEEP .1,28:BEEP .1,32:PAUSE 1:PAUSE 0:IF INKEY$="p" OR
INKEY$="P" THEN LPRINT E$,"x=";X'
390 RUN 120
9999 SAVE "SOLVEX" LINE 10

```

N.B. This program is only design-
ed for equations where x is NOT
RAISED TO A POWER, so will not
cope with quadratics etc.

When typing in your equation,
you need not insert '*' where a
multiplication sign would not be
necessary in standard algebraic
notation: e.g. $2(3x+4)=16x/2$ can
be entered as it stands. You may
use the Spectrum's functions in
your equations, but you MUST use
the Spectrum tokens, for example
SIN X=COS X must NOT be spelled
out S-I-N X=C-O-S X etc.

Remember to include brackets
in cases such as $8/(2x+2)=2$ when
you mean to divide 8 by the sum
of 2x and 2. (In textbooks, this
would be written with the $2x+2$

**The instructions for Solvex,
an equation solver.**

The second of Miles' programs is a version of the popular game,
Solitaire. Again, instructions are given when you run it, but most
people are probably familiar with the game anyway. Note that the
underlined letters in this listing represent graphic characters, so
for an underlined A, press GRAPH, then A, then GRAPH again. On older
Spectrums, press CAPS SHIFT and 9 instead of GRAPH.

```

10 REM      SPECTRUM SOLITAIRE
15 REM      (PD) Miles Kinloch
20
30 BORDER 1:PAPER 1:INK 6:CLS:GOSUB 320
40 PRINT BRIGHT 1;PAPER 0;INK 7;AT 0,4;" SOLITAIRE INSTRUCTIONS
":PRINT ''' This game can be played using Sinclair Joystick or cursor
keys''' Select a peg by placing the cursor over it and pressing
FIRE or ENTER. Then move it over an adjacent peg to a hole on the
other side, vertically or horiz-ontally but not diagonally, and press
ENTER or FIRE again. The peg jumped over will then dis- appear. The
object of the game is to continue in this way until you finish with
one solitary peg in the centre hole."

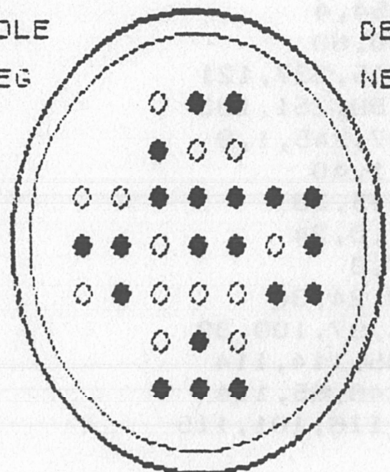
```

```

50 PRINT PAPER 2;INK 7;AT 21,4;"PRESS ANY KEY WHEN READY":GOSUB
300:PAUSE 1:PAUSE 0:CLS
60 PRINT "'B = HOLE'"'"A = PEG";AT 1,24;"DELETE =";AT 3,24;"NEW
GAME";BRIGHT 1;AT 21,3;"Program (C)1990 M Kinloch":FOR N=4 TO 6:PRINT
AT N*2,9;"A A A A A A A A":NEXT N:PRINT AT 4,13;"A A A";AT 6,13;"A A
A";AT 14,13;"A A A";AT 16,13;"A A A";AT 10,15;INK 5;"B":CIRCLE
123,92,78:CIRCLE 123,92,77:CIRCLE 123,92,70
70 LET Y=10:LET X=15:LET X2=X:LET Y2=Y:LET F=0
80 PRINT OVER 1;BRIGHT 1;FLASH 1;INK 8;AT Y,X;" ":LET K=CODE INKEY$:IF
NOT K THEN GOTO 80
90 PRINT OVER 1;INK 8;AT Y,X;" ":BEEP .01,20
100 IF (K=8 OR K=54) AND (Y<8 OR Y>12) THEN LET X=X-2*(X>13):GOTO 80
110 IF (K=9 OR K=55) AND (Y<8 OR Y>12) THEN LET X=X+2*(X<17):GOTO 80
120 IF (K=10 OR K=56) AND (X<13 OR X>17) THEN LET Y=Y+2*(Y<12):GOTO 80
130 IF (K=11 OR K=57) AND (X<13 OR X>17) THEN LET Y=Y-2*(Y>8):GOTO 80
140 IF K=8 OR K=54 THEN LET X=X-2*(X>9)
150 IF K=9 OR K=55 THEN LET X=X+2*(X<21)
160 IF K=10 OR K=56 THEN LET Y=Y+2*(Y<16)
170 IF K=11 OR K=57 THEN LET Y=Y-2*(Y>4)
180 IF K=13 OR K=48 THEN BEEP .1,10:BEEP .1,15:GOTO 210
190 IF K=12 THEN BEEP .1,10:BEEP .4,-10:BEEP .1,10:RUN 40
200 GOTO 80
210 IF F AND ATTR (Y,X)=14 OR NOT F AND ATTR (Y,X)=13 OR F AND NOT
(ABS (X2-X)=4 AND Y2=Y) AND F AND NOT (ABS (Y2-Y)=4 AND X2=X) THEN
GOSUB 290:GOTO 80
220 IF NOT F THEN GOSUB 300:LET X2=X:LET Y2=Y:LET F=1:GOTO 80
230 IF Y2>Y THEN LET Y3=Y+2:LET X3=X
240 IF Y2<Y THEN LET Y3=Y-2:LET X3=X
250 IF X2>X THEN LET X3=X+2:LET Y3=Y
260 IF X2<X THEN LET X3=X-2:LET Y3=Y
270 IF ATTR (Y3,X3)=13 THEN GOSUB 290:GOTO 80
280 PRINT INK 5;AT Y2,X2;"B";AT Y3,X3;"B":PRINT AT Y,X;"A":LET
F=0:GOSUB 300:GOTO 80
290 PRINT #0;FLASH 1;PAPER 2;AT 1,8;" ILLEGAL MOVE! ":BEEP .8,-15:LET
F=0:GOSUB 300:INPUT ;:RETURN
300 IF CODE INKEY$=12 OR CODE INKEY$=13 OR CODE INKEY$=48 THEN GOTO
300
310 RETURN
320 FOR N=USR "A" TO USR "B"+7:READ D:POKE N,D:NEXT N:RETURN:DATA
24,126,126,255,255,126,126,24,24,102,66,129,66,102,24:REM UDG
9999 SAVE "SOLITAIRE" LINE 10

```

○ = HOLE
 ● = PEG
 DELETE =
 NEW GAME



Program © 1990 M. Kinloch

Hole-y Moses! A screenshot from Miles Kinloch's Solitaire.

Miles' final program, CATRAM 128, is a useful utility for the grey

128k Spectrum +2. It will not work on the +2a or +3, since it uses the +2's silicon disc. You will need to save the routine to cassette and load it back in with LOAD "" CODE x. When it is set up, using RANDOMIZEUSR <start> will give a detailed catalogue of the files on the silicon disc, including length, file type, name and start address, where <start> is the address to which it has been loaded. The CAT! command will work the same as normal. The routine will still work after NEW, but resetting will erase it.

```
10 REM      CATRAM 128
20 REM (PD) Miles Kinloch
30 REM Gives detailed CAT of silicon disk on 128/+2 Spectrums. 404
  bytes, relocatable code.
40 REM Not suitable for +2A/+3
50 REM
60 CLEAR 39999:PRINT "Setting up code - please wait."
70 LET C=0:FOR A=40000 TO 40403:READ D:PUKE A,D:LET C=C+D:NEXT A
80 CLS:IF C<>41345 THEN PRINT "Error in data!":STOP
90 PRINT "Press any key to save code. Load to any (sensible) address
  and call with RANDOMIZEUSR <start>." :PAUSE 0:CLS
95 SAVE "CATRAM" CODE 40000,404:STOP
100 DATA 197,205,107,13,62,2,205,1
110 DATA 22,225,34,118,92,17,26,0
120 DATA 25,235,1,32,0,205,60,32
130 DATA 24,32,70,105,108,101,110,97
140 DATA 109,101,32,32,32,70,105,108
150 DATA 101,116,121,112,101,32,32,76
160 DATA 101,110,32,32,32,83,116,97
170 DATA 114,116,62,13,215,6,32,62
180 DATA 95,197,215,193,16,249,237,91
190 DATA 131,91,33,20,0,25,125,254
200 DATA 0,40,2,24,4,124,254,236
210 DATA 200,6,10,197,229,243,1,253
220 DATA 127,30,7,237,89,126,30,16
230 DATA 237,89,251,215,225,35,193,16
240 DATA 234,229,62,32,215,225,237,91
250 DATA 118,92,213,243,1,253,127,30
260 DATA 7,237,89,126,50,118,92,35
270 DATA 126,50,119,92,35,126,254,0
280 DATA 40,21,254,1,40,16,254,2
290 DATA 40,12,254,3,40,7,254,4
300 DATA 40,3,175,24,3,60,60,60
310 DATA 30,16,237,89,229,245,237,121
320 DATA 42,118,92,126,237,89,251,193
330 DATA 225,209,213,229,197,245,1,9
340 DATA 0,254,0,40,10,254,1,40
350 DATA 11,254,2,40,12,24,15,33
360 DATA 232,0,24,13,33,241,0,24
370 DATA 8,33,250,0,24,3,33,3
380 DATA 1,25,235,205,60,32,24,36
390 DATA 80,114,111,103,114,97,109,32
400 DATA 32,78,117,109,46,65,114,114
410 DATA 97,121,83,116,114,46,65,114
420 DATA 114,97,121,66,121,116,101,115
```

```

430 DATA 32,32,32,32,193,241,245,197
440 DATA 243,1,253,127,237,121,42,118
450 DATA 92,35,94,35,86,62,16,237
460 DATA 121,251,213,62,32,215,193,205
470 DATA 43,45,205,227,45,62,23,215
480 DATA 62,27,215,62,32,215,241,254
490 DATA 1,40,77,254,2,40,73,209
500 DATA 243,1,253,127,237,81,42,118
510 DATA 92,35,35,35,254,0,32,4
520 DATA 35,35,35,35,94,35,86,46
530 DATA 16,237,105,251,213,254,0,32
540 DATA 10,33,15,39,237,82,56,32
550 DATA 62,76,215,193,205,43,45,205
560 DATA 227,45,62,13,215,225,6,8
570 DATA 35,16,253,193,237,67,118,92
580 DATA 235,33,78,0,9,229,235,201
590 DATA 209,6,5,62,45,197,215,193
600 DATA 16,249,24,222

```

The final program this month was sent to me a few days ago by Richard Coles of Merriott, Somerset. It doesn't really need any instructions as it is a fruit machine simulator, but you start off with five credits and must try to strike it lucky by keeping going for as long as you can. Lose all your credits and you're broke! (Just like the real thing!). An apple scores one, a pear scores two and a cherry scores three points. Again, the graphic characters are represented by underlined letters. I have edited this program slightly to make it take up fewer lines.

```

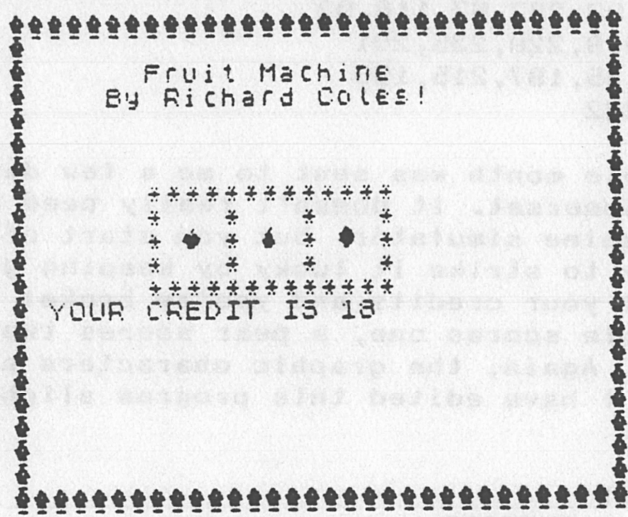
10 REM FRUIT MACHINE!
20 LET CREDIT=5:INK 0:RESTORE
30 FOR N=0 TO 7:READ ROW:POKE USR "A"+N,ROW:NEXT N:DATA
8,16,108,254,254,124,56,0
40 FOR N=0 TO 7:READ ROW:POKE USR "P"+N,ROW:NEXT N:DATA
8,16,56,56,124,124,56,0
50 FOR N=0 TO 7:READ ROW:POKE USR "C"+N,ROW:NEXT N:DATA
24,60,126,126,126,60,24,0
60 FOR N=0 TO 7:READ ROW:POKE USR "L"+N,ROW:NEXT N:DATA
24,60,118,126,60,60,0,60
70 PRINT "TAB 7;"Fruit Machine"TAB 5;"By Richard Coles!":PRINT AT
7,7;"*****";AT 8,7;"* * * *"
80 PRINT AT 9,7;"* * * *";AT 10,7;"* * * *";AT
11,7;"*****":INK 6:FLASH 1
90 PRINT AT 0,0;"LLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL";AT
20,0;"LLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL"
100 FOR A=1 TO 19:PRINT AT A,0;"L";AT A,31;"L":NEXT A:INK 0:FLASH 0
110 IF CREDIT<=0 THEN PRINT AT 12,2;"GAME OVER!!!!!!!!!!!!":STOP
120 GOSUB 9000:PRINT AT 12,2;"YOUR CREDIT IS ";CREDIT:INPUT "Press
Enter To Go",G$
130 GOSUB 9000:GOSUB 9040:GOTO 110
9000 LET A=INT (RND*4):IF A=0 THEN GOTO 9000
9010 LET B=INT (RND*4):IF B=0 THEN GOTO 9010
9020 LET C=INT (RND*4):IF C=0 THEN GOTO 9020
9030 RETURN

```

```

9040 IF A=1 THEN PRINT AT 9,9;INK 2;"A"
9050 IF A=2 THEN PRINT AT 9,9;INK 4;"P"
9060 IF A=3 THEN PRINT AT 9,9;INK 6;"C"
9070 IF B=1 THEN PRINT AT 9,13;INK 2;"A"
9080 IF B=2 THEN PRINT AT 9,13;INK 4;"P"
9090 IF B=3 THEN PRINT AT 9,13;INK 6;"C"
9100 IF C=1 THEN PRINT AT 9,17;INK 2;"A"
9110 IF C=2 THEN PRINT AT 9,17;INK 4;"P"
9120 IF C=3 THEN PRINT AT 9,17;INK 6;"C"
9130 LET TOTAL=A+B+C:IF TOTAL>0 THEN LET CREDIT=CREDIT-1
9140 IF TOTAL>4 THEN LET CREDIT=CREDIT+1
9150 IF TOTAL>6 THEN LET CREDIT=CREDIT+2
9160 RETURN

```



Play Fruit Machine and you'll
live apple-y ever after!

Well, that's all for this month. Bye, and thanks to everyone who sent in their programs!

ASK



BILL

I WAS APPROXIMATELY 50 YARDS FROM REACHING THE SUMMIT OF EVEREST WHEN MY FAITHFUL SHERPA REACHED ME, STRUGGLING FOR BREATH HE DRAGGED HIS HALF DEAD BODY TOWARDS ME, HE WAS CLUTCHING AN URGENT WIRE FROM ALL AT SPECTRUM UK, KNOWING HOW IMPORTANT IT HAD TO BE, I DIDN'T HESITATE TO BREAK THE MANS FROZEN FINGERS TO RELEASE THE VITAL DOCUMENT, AFTER THAWING IT OUT USING HIS LAST DYING GASPS, IT READ...? COME HOME WE NEED YOU...HOW COULD I REFUSE.

PAUL OF PAULS PROGRAMS ASKS:

I HAVE A NEW ALPHACOM 32 PRINTER, IT PRINTS REALLY GREAT, BUT DO YOU KNOW HOW I CAN GET IT TO WORK FROM 128 BASIC, IF I ENTER 48 BASIC FROM 128 BASIC AND THEN PRINT, THE FIRST LINE IS ALWAYS GARBAGE...? I HAVE TO ENTER 48 BASIC DIRECTLY FROM THE OPENING MENU WHEN I WANT TO USE LPRINT, LLIST, OR COPY, AND THE 128K COMMANDS SPECTRUM AND PLAY APPEAR AS, T AND U, ANY HELP WOULD BE GREATLY APPRECIATED.

BILLS ANSWER:

THE ALPHACOM 32 PRINTER WILL NOT WORK IN 128K MODE, BECAUSE IT WAS ONLY MADE FOR THE 48K OR 48+, IT HAS GOT SOMETHING TO DO WITH THE ROM, AND WILL ONLY ANSWER TO THE ONE KEY PRESS OF, LLIST, LPRINT, OR COPY.

KAREN MOORE ASKS:

I HAVE A SERIOUS PROBLEM WITH AN INTERFACE...? THE KEMPSTON 'E' WHATEVER SPECTRUM I CONNECT TO IT, IT DAMAGES THE KEYBOARDS, WHY.? UP TO NOW I HAVE LOST FOUR SPECTRUMS BECAUSE OF IT.

BILLS ANSWER:

THE INTERFACE THAT YOU REFER TO...? DO YOU MEAN THE PRINTER INTERFACE OR THE JOYSTICK INTERFACE...? THOUGH EITHER WAY IF IT IS DAMAGING YOUR SPECTRUMS I WOULD SUGGEST THAT YOU THROW IT IN THE BIN, AS IT SOUNDS AS THOUGH ONE OR TWO CHIPS HAVE HAD IT, AND TO HAVE IT REPAIRED WOULD COST YOU MORE THAN WHAT IT IS WORTH, THAT IS IF SOMEONE WILL REPAIR IT, IF IT IS THE PRINTER INTERFACE AND YOU ARE INTERESTED THEN SEND ME £6 VIA SPECTRUM UK, AND I WILL SEND YOU ONE, IF IT IS THE JOYSTICK INTERFACE THEN SEND ME £2 AND I WILL SEND YOU ONE OF THOSE.

THE NEXT ISSUE OF SPECTRUM U.K WILL BE OUT ON THE 15TH FEBRUARY

ASK



BILL

KEVIN MILES ASKS:

I HAVE A GREY 128K LINKED TO A +D AND IT IS A GREAT SET UP, ONE QUESTION THOUGH, WHEN I LOAD A DISC OF PROGRAMS AND WANT TO COPY THEM ALL TO ANOTHER DISC IS THERE AN EASIER WAY THAN HAVING TO COPY THEM ONE AT A TIME WHILE SWITCHING DISCS, I ONLY HAVE THE ONE DRIVE, PLEASE HELP.

BILLS ANSWER:

THE SHORT ANSWER IS NO KEVIN, YOU MUST HAVE TWO DISC DRIVES,

JAMES SWIFT ASKS:

PLEASE WILL SOMEONE ONCE AND FOR ALL CLEAR UP A PROBLEM I, AND I AM SURE OTHER NEW MEMBERS TO THE SPECCY MUST SUFFER FROM, IT CONCERNS ALL OF THE DIFFERENT 128K MODELS...? HOW MANY DIFFERENT MODELS ARE THERE, WHAT WITH THE +2, +2A, AND +2B ETC, HOW CAN YOU TELL THEM APART, AND WILL ANY 128K MANUAL DO FOR ANY 128 SPECTRUM.

BILLS ANSWER:

RIGHT HERE GOES JAMES,
NO.1 THE FIRST 128K WAS THE ONE WITH THE HEAT SINK ON THE EDGE OF THE COMPUTER, THIS ONE WAS FIRST BROUGHT OUT FOR THE SPANISH MARKET, AND IT HAD A KEY PAD AS WELL, THIS WAS THEN SOLD IN THIS COUNTRY MINUS THE KEY PAD.

NO.2 THIS WAS THE GREY +2, THIS ALSO WAS SOLD IN SPAIN AND THIS COUNTRY.

NO.3 WAS THE +2 BLACK MODEL, THIS WAS BROUGHT OUT BY AMSTRAD.

NO.4 NEXT CAME THE +3, AGAIN THIS MODEL WAS SOLD BOTH HERE AND IN SPAIN.

NO.5 WAS THE +2A OR +2B, AND THIS I SUSPECT IS WHERE THE CONFUSION ARISES, AS THESE COMPUTERS WERE ORIGINALLY MADE AS +3, BUT THERE WERE TOO MANY +3 CIRCUIT BOARDS PRODUCED, SO TO GET THE STOCKS DOWN PRIOR TO DISCONTINUING THE SPECTRUM, SOME BRIGHT SPARK PUT THEM IN A BLACK CASE AND CALLED THEM +2A OR +2B, NATURALLY THIS CAUSED QUITE A FEW PROBLEMS WITH SOFTWARE LOADING.

NOW WITH REFERENCE TO 128K MANUALS,

THE ORIGINAL 128K MANUAL WAS SIMPLY THE 48K ONE WITH A SUPPLEMENT ADDED.

THE GREY +2 MANUAL IS ONLY FOR THIS MACHINE.

THE +2A OR +2B IS A BLACK MANUAL AND WILL NOT BE OF MUCH USE WITH THE GREY +2.

AND LASTLY THE +3 MANUAL CAN BE USED WITH THE +2A, OR +2B, ALL YOU HAVE TO DO IS TO IGNORE THE DISC DRIVE SECTION.

B A C K T O B A S I C S

by Ken Beer

Before I start on something new, it occurred to me that there might be some Speccy owners who have not got a copy of the SPECTRUM manual. Perhaps some folk might want me to elaborate a little on some of the points already mentioned.

Like previous writers I will however, assume that you are familiar with the use of the keyboard itself.

The SPECTRUM screen has 24 lines, each of 32 characters but only the top 22 lines are used for LISTing or program output. The bottom two lines are used for error reports, INPUT data etc .

When all of the top 22 lines are displayed a *SCROLL?* message is displayed at the bottom of the screen and the next time you use ENTER, the display will SCROLL up one line. If you wish to stop this you have to press N, SPACE, or STOP keys.(Note. You have to do this before doing an EDIT). Now the message reads *D BREAK-CONT repeats 0 : 1 .*

The EDIT function is carried out by first selecting the appropriate line by use of the up-down cursor keys 7 & 6 and pressing the CAPS SHIFT & key 1 together. The required line is now copied to the bottom of the screen. The left-right shift keys 5 & 1 should now be used to set the flashing cursor to the right of the character to be corrected, now press DELETE, (CAPS SHIFT & 0) , and the unwanted character has been erased and a new letter or figure can be keyed in its place.

When the bottom line is used for INPUT commands it starts as two lines but expands to accommodate whatever is typed in and then the top lines will scroll up.

May I remind you that at the end of each program line you must press the ENTER key. When you have got a complete program into the computer, depression of key marked LIST will present a full list of program commands.(22 lines max as explained above).

Right, now on to something new. I now want to introduce you to the GOTO command.

The GOTO Command

Remember the pocket money program last month:

```
5 REM pocketmoney      (Note use of REM)
10 INPUT "Enter age ";age
20 PRINT "age= ";age
30 LET pay= 5 * age
40 PRINT "pocket money = ";pay
```

If we now wanted to find the pocket money for several different children we would have to run the program several times and enter a different age on each run. This can be avoided by adding Line 50. The new program now reads:

```
5 REM pocketmoney
10 INPUT "Enter age ";age
```

```

20 PRINT "age= ";age
30 LET pay= 5 * age
40 PRINT "pocket money = ";pay
50 GOTO 10

```

When you run this program you will be invited to 'enter age' as before.

```

ENTER 10

```

The computer will display : age = 10
 pocket money = 50

It will now invite you to 'enter age' again because having executed Line 50 it is instructed to return to Line 10

```

Now, ENTER 12

```

The computer will display : age = 12
 pocket money = 60

and will invite you to 'enter age' yet again. This will go on until we do something to break the sequence. Try some different ages yourself and see the result.

To stop the program you have to type STOP (SYMBOL SHIFT & A) and a message is displayed at the bottom of the screen:

```

H STOP in INPUT, 10 : 1

```

This indicates that the computer has been stopped at Line 10, Command 1 whilst awaiting input.

Press ENTER

The program is now displayed at the top of the screen. Suppose you realize that at this stage you have more 'ages' to enter you can carry on by:

```

ENTERING CONTINUE (CONT on C key)

```

The computer invites you once again to 'enter age' because it has remembered that it was at Line 10 when you stopped it and it returns to this Line number. This action is referred to as an Unconditional Jump because the program jumps to a line other than the one in the normal sequence.

As useful as this command is, a program containing a lot of GOTOs can be difficult to understand especially as your programs become larger and therefore some care should be taken about its use.

The FORTO Command

This command allows you to easily execute a command over and over again. Enter the following:

```

10 FOR k = 1 TO 3
20 PRINT "k = ";k
30 NEXT k

```

(Note that 'FOR' is on key F and 'TO' is SYMBOL SHIFT & F.)
 Now RUN, The screen should read:

```

k = 1
k = 2
k = 3

```

The word 'FOR' is followed by a variable name (k is used in this example.) The variable is called the Loop-control-variable, and this must be a single letter. The Loop-control-variable specifies a start value to a finish value.

In this example we start with value of 1 and finish with a value of 3. When the computer executes the FOR loop:

1. It sets the loop-control-variable (k) to start value 1 and executes the PRINT command between the FOR and NEXT.
2. It increases the value of the loop-control-variable by 1, and executes the PRINT command again.

3. It repeats step 2 for all values up to, and including the final value.
The start value doesn't have to be 1 but the finish value MUST be greater than the start value.

e.g. Enter 10 FOR k = 3 TO 6
 20 PRINT "k= ";k
 30 NEXT k

The screen will display:

```
k = 3
k = 4
k = 5
k = 6
```

Now ENTER 10 FOR k = 3 TO 6
 20 PRINT "Hello"
 30 NEXT k

Now RUN, and you will be greeted with four 'Hellos'!

The STEP Command

In all the examples used so far, the computer increases the value of the loop-control-variable by 1 each time. Use of the STEP command enables this variable to be any value and can even be negative:

ENTER 10 FOR k = 1 TO 5 STEP 2
 20 PRINT "k = ";k
 30 NEXT k

The result will be:

```
k = 1
k = 3
k = 5     i.e. increase of 2 per step.
```

Now modify line 10 to:

```
10 FOR k = 9 TO 5 STEP -2
```

You will now get a k value of 9, 7, 5, i.e decrease of 2 per step.

I think that is enough for now, I'll see you next month.

*
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*

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*

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NEWS FROM THE WORLD OF SPECTRUM

Hello Spec-chums!

Again and again I give you News from the world. Let's begin with Germany. On 8th October we had a big meeting here. About 30 Spectrum User were there, showing their hard- and software. Also there were visitors from Swiss, Austria and Czech Repuplik. There were many interesting things, mainly some rare hardware to sell or new demos. Also there was a demonstration of the new MBO2 Discinterface and the SDA4-Soundinterface.

Also from Germany comes a new big catalogue including nearly all software that is available. The catalogue state prices and where to get it. Alternatively you could also buy the software from the supplier of the catalogue. Write to: SINTECH, Gastäckerstr. 23, 70794 Filderstadt, Germany (Grateful for a International Reply Coupon)! Please do only write if you are really interested in buying software. The catalogue got 12 pages and is not cheap to send to Britain.

Now some news from the Czech Repuplik. The MBO2 Discinterface is still not launched. This amazing piece of hardware, which is faster than any other discinterface and which formats discs to 2 MB needs about 60 sure customers to produce it. At a demonstration on the Spectrum-User-Show in Germany, there were many customers found what makes at all 45 customers. So only 15 more needed. Please write to: JSH, Oldrich Palenicek, Sumice 110, Okr. Uh. Hradiste, 687 31, Czech Repuplik. For all who are worried about compatibility: Programs for MBO2 to load +D or Opus discs are in progress. Also some sad news from Czech Repuplik. One of the last magazines for Spectrum, the ZX Magazine is closed. The puplisher "Proxima" are pulling out of the Spectrum-market and it seems their will not continue to support Spectrum. Maybe there will be a new mag for over 40000 Spectrum Users there, maybe not.

Now about Romania. Sad news first: The magazine "Hobbit" has also closed. Hobbit was one of the biggest mags for Spectrum. Don't know why they closed, because the Spectrum-market in Romania is very healthy. But I think we can't imagine what problems the East-European countries got. The other news is that there were still many Spectrum-clones in the shops. All are 48k, no 128k Clone. But why not pick up one of these funny computers? Next holiday, go to Romania.

Now something we heard about: The Unbelievables released a new demo called "The Final Strike". It has been showed on the Spectrum-meeting in Germany and we think it will soon reach the British market. The Unbelievables were also on the meeting and told us, that this demo is not from them. It is a very bad demo, coded by The Mad Guys just to damage the image of the Unbelievables. We think the Mad Guys could make better demos and should do so.

Till next time.

Thomas Eberle

Spectrum-User-Club, Germany

NEWS FROM THE WORLD OF SPECCI

Hello Spectrum-Users,

Let's begin this month with a few descriptions to the SDA 4-Interface written by Jaxon Hollis:

This device will make from your Spectrum the most powerful machine. SDA-4 contains 3 D/A 8-Bit convertors. And what this means? SDA-4 can play high quality samples like on 16-Bit Computers (means Amiga, Atari ST). You can listen some Sampletracker and Soundtracker II music on this device on much better quality.

SDA-4 has liner waveforms between all voltage differences and 4-bit music (from Sampletracker and Soundtracker II) are much better than from installed AY-Chip in your 128k Specci.

As I said, playing 4-Bit songs on SDA-4 is better than on AY, but playing 8-Bit musics converted from Amiga is wonderful. Some musics available from Sintech are for example Piano plinker, Roborop 3, Fairlight. Those musics are converted from Amiga and are 8-Bit and 4 Channels!! Quality of those musics are near 90 % of original.

And the best now: If you have some samples (speech, accords, talks, parts of music, sampled music (each 16384 Bytes) drums, strings, waves etc. you can replay it by easy routine on this device in 100% quality. You will listen the same sounds from ZX Spectrum with SDA4 like from Amiga, Atari ST or 8-Bit PC Soundcards.

Those possibilities wasn't exhausted. You can imagine your own play routines and by special remaking you can do from the SDA-4 8-Bit A/D converter with more possibilities.

Yep, alright. Thanks Jaxon Hollis for your explanation of SDA-4. Just now a few words from me to this: SDA-4 is a Czech invention. Few boys thought there should be better sound on Specci and make a ZX Blaster. Now the German company Sintech build the same thing with another name: SDA-4. The price is 70 DM for the German market. I do not know how much it is for UK-buyers (about 30 Pounds) but why not drop them a line and ask for their offer for SDA-4 and Software? They are at:

Sintech Gastäckerstr. 23, 70794 Filderstadt, Gemany.

Now we have talked so much about this company but no one knows what they are doing. Ok, Sintech is a registered company. It was founded by Spectrum lovers and in fact it is the Service line of the Spectrum-User-Club (my club, of course). They do supply the whole German market with Hard- and Software and the prices are very good. A few examples? Here they are:

CD Game-Pack (30 games on CD)	5,00 pounds
Smash 16 (16 games compilation)	3,00 pounds
Dizzy Collection	3,00 pounds
Cartoon Collection	3,00 pounds
Rock Star	2,00 pounds

For postage you have to add 2,00 pounds per order.

Aren't they cheap? But they do only accept payment by cheque.

Yep, ok, to finish this months column here comes a letter from a German ZX 81 clubs which looks for contacts from abroad. Any ZX 81 users over there? Please write to: ZX-Team, W. Mannertz, Lindenstr. 12, 24223 Raisdorf.

Next time I will tell you more from all over the Specci-World.

Bye

Thomas

Great Software Offer:

11 these titles are at 1 Deutsche Mark/each (about 40 pence). The numbers after most of the titles are the Your Sinclair ratings (as long as they are reviewed):

4 Most Action	87%	Fireman Sam		Rocky Horror Show	
4 Most Adventure		Galactic Games	80%	Rogue Trooper	70%
4 Most Airpower		Game Over	52%	Rugby Boss	
4 Most Cute		Game Over 2	82%	Run for Gold	
4 Most Fight&Fright		Gateway to hell		Samantha Fox Strippoker	80%
4 Most Fun		Gee Bee Air Rally	40%	Seasurfer	
4 Most Horror	53%	Gilbert	78%	Secret Diary of A.Mole	
4 Most Megaheroes	60%	Ginormous Collection		She Vampires	
4 Most Speed-Stunts	50%	Gold or Glory		Skool Daze	80%
4 Most Sport	83%	Graham Gooch	30%	Smashed	
4 Most Warzone	40%	Grand Prix	52%	Soccer Boss	
4 Most World Sport		Grid Iron II	20%	Soccer Challenge	
4 Most Ball,Boots and Brains		Gun Boat	62%	Sooty & Sweep	47%
4 Most Big Hits		Hellfire Attack	40%	Spindizzy	90%
4 Most Super Sports		Hideous	70%	Spitfire 40	40%
4 Most Thrillers	65%	Hi Jack	71%	Splat	
4 Most Toppers		High Steel	76%	Starburst	
19 Boot Camp	68%	Howard the Duck	41%	Star Paws	80%
180 Darts	90%	Huxley Pig	30%	Star Wreck	60%
1999		Hysteria	90%	Strike Force Cobra	90%
Ace 2088		Indoor Soccer		Superted	62%
Aftermath		Jaws	68%	Swords and Sorcery	68%
Andy Capp	80%	Uchi-Mata Judo	70%	Tarzan	45%
Army Moves	40%	Kentucky Racing	29%	The Big Sneeze	80%
Aussie Rules Footb.	69%	Kid Pack	59%	The Double	80%
Back to Skool	90%	Last Commando	55%	The Wombles	63%
Bangers & Mash	70%	Mad Flunky	90%	Theatre Europe	
Bargain Basement		Mega Nova	34%	Thomas the tank engine	52%
Big trouble 1. China	51%	Metalyx		Through the trap door	
Bismark	39%	Microball	40%	Tower of Evil	
BMX Ninja		Mini Office		Trap Door	
Bully's Sporting Darts	54%	Moon Cresta	60%	Trap Door Double Pack	92%
Butch Hard Guy	70%	Munsters	52%	Turbo Bike	41%
Championship Baseball	30%	Mystery of Indus Valley		Two on two C Basketball	
Classic Arcadia	28%	Neil Android		US Aliens	80%
Classic Arcadia 2	40%	Ocean Racer		US Basketmaster	
Classic Arcadia 3		Official Father Cristmas		Vampyre Nosferatu	
Colour of Magic	80%	Oink	70%	Vixen	50%
Combat Zone		Olympic Spectacular	30%	War	90%
Confuzion	40%	Operation Hormuz	69%	Wheelie	
Count Duckula	73%	Pegasus Bridge	40%	Who Dares Wins II	50%
Count Duckula 2	9%	Phenix		Wiz Biz	
Cricket Crazy		Popeye 1	70%	Yeti	60%
Dandy	60%	Popeye 2	95%	Zoids	30%
Danger Mouse Black Forest		Popeye 3 (Wrestling)	56%		
Danger Mouse Double Tr.	80%	Popeye Collection	83%		
Danger Mouse Whoopee	80%	Postman Pat 1			
Dead or alive		Postman Pat 2	48%		
Death beyond dishonour		Postman Pat 3			
Doombase		Postman Pat Collection	50%		
Double Dare	82%	Pro Mountain Bike	76%		
Electra 9000		Punch & Judy			
Endzone		Rally Driver	50%		
Excalibur		Real Stunt Expert			
Fallen Angel	40%	Reckless Rufus	90%		
Football Frenzy		Rescue from Atlantis	63%		
Formula Grand Prix		Rex	90%		
Freddy Hardest	80%	Rik the Roadie			
Fright Mare	60%	River Rescue			

The postage rates are:

up to 5 Progr. : 8,00 DM
more than 5 Progr.: 12,00 DM

You see it is a very good offer. To order just send a cheque with a list of the programs you want to:
Spectrum-User-Club
Gastaeckerstr. 23
70794 Filderstadt
Germany

GO FORTH

PART SIX BY JOE BLIZARD

AS PROMISED LAST TIME WE WILL BE LOOKING AT VARIABLES IN FORTH THIS MONTH. UNLIKE BASIC A VARIABLE MUST BE DECLARED BEFORE IT CAN BE USED, AND TO DO THIS WE NEED THE 'WORD' 'VARIABLE'. FOR EXAMPLE LET US DECLARE A VARIABLE WITH THE NAME VAR AND A VALUE OF 10. AS USUAL WE NEED THE VALUE ON THE STACK FIRST SO TYPE IN 10 VARIABLE VAR AND PRESS ENTER. IF YOU NOW CHECK THE NUMBER ON TOP OF THE STACK YOU WILL FIND NOT 10 BUT AN ADDRESS. THIS IS BECAUSE FORTH STACKS THE ADDRESS WHICH IT THEN USES TO INDEX INTO IT'S VARIABLE AREA TO FIND THE VALUE OF THAT VARIABLE. THIS MAY SOUND COMPLICATED BUT IS IN FACT THE SAME METHOD USED BY THE BASIC INTERPRETER, EXCEPT THAT IN BASIC IT IS INVISIBLE TO THE USER.

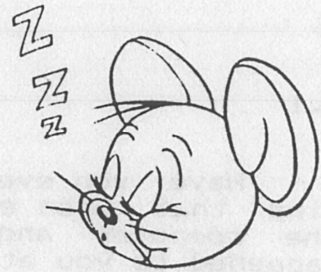
TO RECALL THE VALUE OF OUR VARIABLE WE NEED ANOTHER FORTH 'WORD' THAT WE CAN VISUALISE AS MEANING FETCH AND PLACE TOP OF STACK. THIS 'WORD' IS '@' SO TYPE IN VAR @ . WHICH SHOULD PRINT 10 TO THE SCREEN. SO FAR SO GOOD, BUT WHAT IF WE WANT TO INCREASE OR DECREASE THE VALUE OF OUR VARIABLE ? TO DO THIS WE USE THE 'WORD' '.' WHICH TAKES A NUMBER AND ADDRESS FROM THE STACK, AND THEN STORES THE NUMBER AT THAT ADDRESS. THEREFORE TO CHANGE VAR SO THAT IT EQUALS 5 WE WOULD ENTER 5 VAR . SO TRY THIS NOW.

IF THE VARIABLE YOU WISH TO CREATE WILL NOT CHANGE IT'S VALUE IT CAN BE DEFINED AS A CONSTANT, USING AS YOU MIGHT EXPECT THE 'WORD' 'CONSTANT'. THEREFORE TO DEFINE A CONSTANT CON AS 5 YOU WOULD USE 5 CONSTANT CON AND CALL IT ANYTIME BY IT'S NAME. THE WAY THAT FORTH HANDLES VARIABLES AND CONSTANTS IS BOTH DIFFERENT AND USEFUL. WHEREAS CALLING A VARIABLE BY NAME PLACES THE ADDRESS OF THAT VARIABLE ON THE STACK, CALLING A CONSTANT PLACES THE VALUE OF THAT CONSTANT ON THE STACK. THEREFORE USING OUR EXAMPLE ABOVE IF WE NOW ENTER CON . THEN THE NUMBER 5 WILL BE PRINTED TO THE SCREEN.

WHEN CREATING VARIABLES AND CONSTANTS IN FORTH IT IS BEST TO GIVE THEM SIGNIFICANT NAMES, THUS MAKING THE PROGRAM EASIER TO FOLLOW. SINCE FORTH USES THE SAME NUMBER OF BYTES TO STORE ANY VARIABLE OR CONSTANT NAME IN IT'S DICTIONARY, WHATEVER IT'S LENGTH, THERE IS NO NEED TO WORRY ABOUT USING TOO MUCH MEMORY FOR SUCH NAMES.

WE COME NEXT TO ARRAYS, BUT BEFORE WE CAN BEGIN TO CREATE AN ARRAY WE MUST INTRODUCE AND THOROUGHLY UNDERSTAND THE USE OF TWO NEW 'WORDS'. THESE ARE ' BUILDS' AND 'DOES ' WHICH COMPILE WORDS INTO THE DICTIONARY AS PRIMARY 'WORDS' ('WORDS' THAT CAN BE USED TO DEFINE OTHER 'WORDS'). PUT SIMPLY ' BUILDS' TELLS FORTH THE NAME OF THE DICTIONARY ENTRY, AND 'DOES ' TELLS IT WHAT ACTIONS TO PERFORM WHEN THAT 'WORD' IS USED. THIS WILL BE BEST UNDERSTOOD BY USING THEM TO DEFINE OUR ARRAY CREATING 'WORD'. SINCE WE ARE CREATING ARRAYS WE WILL CALL OUR 'WORD' 'ARRAY'.

The Marvellous Mechanical Mouse Organ



Ok, as promised to all you -80k owners, this month we take a look at what you can do with MIDI if you don't have those convenient MIDI ports that the nice Mr. Sugar gave to his +2's. Trouble is people, it involves you spending some dosh.

As is usual with any kind of expansion, you have to stick a big, unsightly black thing in the back and there is one company who mainly did the business for the Speccie.....Cheetah (surprise!). Cheetah made a lot of musical add-ons for the Spectrum including Specdrum, a sampler and a speech synthesiser, as did other companies, but when it came to MIDI, Cheetah jumped ahead by bringing out an interface and a real life proper looking keyboard. Wow. The MK5 MIDI keyboard plugged into your MIDI interface which plugged into your Speccie, you loaded up the free sequencer and you were away - £150 well spent. But wait, where is the sound. Aha, you forgot to buy a sound module. You see the trouble with this revolution was the keyboard was a 'mother keyboard' i.e. had no sounds of its own and required another external MIDI device to provide sounds. Today, if you had this set up you could get a nice second hand Roland MT-32 sound module for about £150 which would give you lots of lovely sounds to keep your Speccie happy for ages. But at the time, things were a little more expensive e.g. Yamaha TX7 (roughly an MT-32 equivalent) - £600! Ok, that was much cheaper than a proper synthesiser with its own keyboard at the time but it was not really a viable 'bedroom add-on' was it? Cheetah did redeem themselves in my eyes by also releasing the MINI interface which allowed the MK5 to connect to the sound chip of a 128 Speccie and, in conjunction with the provided software, allowed you to play and edit sounds you never thought possible. You could even split the MK5 down the middle with one sound at the top end and another at the bottom. Basically, it allowed you to use a 128 as a cheapy sounding synthesiser for just another £30.

XRI systems also brought out a MIDI interface (Micon) which to me seemed much more professional all round although it did cost around £100. For your money you again get a device which allows MIDI instruments to connect to your Speccie and be controlled by the free software but this time there are also ports for adding non-MIDI devices such as Specdrum which the interface claimed to keep in time with the MIDI instruments, labelled 'sync in and out'. In addition to the free sequencer which in print reads very well for the time, there were specific editors available for £20 each for popular synthesisers of the time, the Casio, Yamaha DX7 and Roland Juno 106. These synthesisers at the time were industry standards so you can see the level XRI were setting their sights on when they released the Micon.

A final device to look at is the 'Music Machine' as featured in many a Datel Electronics advertisement. This little box came with software and was a synthesiser in its own right (be it only two channel) complete with echo and delay. Not bad for £50, but, it also had a built in MIDI interface so you can still connect up an external Synthesiser - Hurrah! You could even mix the internal sounds with your synthesisers sounds. For all I know, Datel may even still have some of these babies left - give them a ring, but if not I'm sure there are plenty out there on the second hand market and in my mind if you want to turn your Speccie to the world of music and MIDI this is the way to go. It is not as specialist as the others and appears to give you twice as much for your money.

So there you are, your tiny Speccy is capable of playing multiple synthesisers at once creating symphonies of music genius. Honest. A word of warning though. When MIDI first arrived the word 'MIDI standard' was vague to say the least and incompatibility was the 'in' word. Just be careful before you spend any dosh although with one interface and one sound source you shouldn't be able to go too far wrong.

Tune of the Month.

Well it is more like sound effect of the month as the winner is Oceans superb 'Atic Atac' (a game with which I really annoyed my best friend with when it first came out as I went round to his house to play on his 48k (I hadn't got one) and completed his new game on my first go). Anyway, the noise that gains my appreciation is the dying/next life alarm - you know the sound. Well it's great and gets this month's Golden Eardrum award.

M.F.

D.I.Y. SPEECH BOX

Have you ever wanted a specific piece of hardware just to find that when eventually it turns up, your faced with buying the computer and at least 200 games as well ! (I'am sure its happened to you at some time...?)

Well, i was looking for a Speech Synthesiser, but try as i might, not one could be had anywhere. Then browsing through a Greenweld catalogue i saw a speech chip for sale with construction details to interface it with a Spectrum. Being able to handle a soldering iron to some degree, and at only £3.00, what the heck! it was worth a look.

What you actually pay for is a SP0256A-AL2 speech chip, a LA05 high speed CMOS ULA, and a R0984C5 index chip. (Don't ask me what all those numbers mean...?) Also included is a very complete builders manual. Incidentally these chips were all used in the Currah Speech Synthesiser, but only the speech chip is used in this kit.

The instructions shows just how easy it is to build one of these devices, even if this is your first electronic DIY kit. However some extra items are still needed, so following the instructions carefully is a must. My local library was put to good use obtaining information, identifying components, and describing which way round they went...? (I claimed i could use a soldering iron, but electrical components, well, thats another matter).

Construction starts with the circuit board. I used stripboard but an overlay is given for the more experienced builder. Then fit and solder the smaller components, finishing off with the I.C sockets. It is advisable not to make the unit too small especially for someone new to electronic circuitry. (My completed unit measured 10cm x 7cm, this was after burning my fingers several times, and using a soldering iron so large i had to stand up to use it...?).

Some I.Cs are packaged in silver foil. This is for protection against static electricity, so rolling up your sleeves and resting your elbows on a sheet of silver foil should help. (Believe me i found this very strange...?) The next step is to connect all the link wires and sever the copper strips. I used a drill bit to drill out the copper, twisting it by hand. Bare in mind also that the copper strips which connect the legs from one side of the I.Cs to the opposite side must be drilled out to stop electrical shorts, this is not made clear in the instructions. When all the soldering and drilling is finished check for dry joints and shorts. Finally insert the I.Cs into there respective sockets, insuring that all the legs are seated correctly before applying any pressure. (Or they might decide to snap off...?). A ground should also be established between the board and computer. Details on testing are included, and to my surprise mine worked first time. (Lucky i guess...?).

The speech chip provides 64 allophones, these are basic sounds, which when strung together produce words. Each allophone is given a code, (0 to 63) so to enter the word "ZERO" the numbers needed would be 43-19-14-53. (Thats the easy bit...?)

In the end i finished up with a working example sitting neatly behind my Specci for £10.00, and it sounds great too. You need to power the unit, and i found an old Specci 9V PSU to be ideal, keeping the cost down considerably.

There you have it, i have only scratched the surface, and anyone with little experience should try to have it tested on an old back-up machine if possible...?

Before attempting this project i was very apprehensive having very little electrical knowledge. (It probably shows in this article.) But i found it to be very rewarding, and cost effective in the process. The address for Greenwalds is listed below. (Don't be surprised if there're all gone...?).

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Kevin Gurd

Part No. Z733

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Sinclair Spectrum48K

Part 3

In the previous two articles I described my efforts to revive a dead Spectrum 48K, bought for £4 (inc. post!) through the ads in Micro Computer Mart. The saga continues...

Sound Spectrum

Having drawn out part of the circuit board, I was able to see how to restore the dead +5, -5 and +12V supply lines. At the same time a blown amplifier transistor serving the miniature speaker was replaced. However, my attempts to play "Twinkle Twinkle Little Star" through a sequence of Basic BEEP commands was inaudible, even by Spectrum standards.

So with the circuit board once again removed, I traced the base from the amplifier transistor. This line was only 4 ohms above ground and seemed to head for the ULA chip. For a moment I thought the ULA was damaged. However, the track continues underneath the ULA socket to the cassette interface, from which you can also take off the sound for external amplification.

Here a dud diode was pulling the line to ground. Replace diode, replace PCB, restore power ... "like a diamond in the sky". Even the command description "BEEP" is a bit of an oversell. Supposedly it covers 10 octaves. You have to get hold of a Spectrum 128 for a proper synthesiser with output through the TV channel.

Having repaired the cassette interface I rigged up a 60's Sanyo tape recorder to test it out. It was fine, confirming Sinclair's boast that the 1500 baud Spectrum interface would work with any old cassette recorder. Consistent reliability is, however, reported not to be so good. The cassette SAVE and LOAD commands work with programs, screens and data files.

Microdrives and Interfaces

A further range of commands is available for the ZX Microdrives.

These mass-storage units appeared in August 1983, over a year after being promised. They require an Interface 1 connected to the 54-way rear expansion connector and screwed to the underside of the case. This provides a RS232 serial interface and 10 kbps ZX Net LAN, in addition to controlling as many as 8 microdrives.

The drives take small tape-loop cartridges holding up to 85 K, with doubtful reliability. The tape cycles through every 7 seconds, giving a supposed average access time of 3.5 s.

A second Sinclair add-on, Interface 2, provides two standard 9-pin D joystick ports and also accepts ZX ROM cartridges. Multiface 1 handles joysticks and microdrives, among other things.

After Amstrad bought the rights to all Sinclair Research computer products for £5M in April 1986, they continued production of the Spectrum 128, launching the improved +2 version with built-in cassette and the +3 model with integral 3" disc drive, to match their CPC range. Perhaps we will look in more detail at the Spectrum 128 variants in a future article. Suffice it to say, they all have a largely compatible Spectrum 48K option. You can even get a Spectrum 48K compatible emulator for running on PCs!

Availability

On average around 16 Spectrum computers are advertised each week in Micro Computer Mart, 7 being 48 K models and the rest 128 K, +2 or +3. My statistics for the 48 K machines, show weekly averages of 5 machines with rubber keyboards, 2 Spectrum Plus models, 2 with Interface 2/joystick and 1 with Interface 1/Microdrives.

Asking prices vary widely, as usual. A rough guide is £30 for a rubber 48 K, £35 for a Plus, £45 if a joystick and/or data recorder is included, and £60 with an Interface 1 and Microdrive. On their own Microdrives fetch around £15 and data cartridges about £1 each. Not infrequently 48K models appear for as little as £10-15. Machines with faulty keyboards or electronics pop up fairly frequently for around £5-10. These are handy for spares, or as a challenge, to see if you can get them running!

The problems associated with the PSU on my Spectrum are probably not uncommon causes of failure. My machine runs quite hot and freaks out when very hot. If you are buying an older Spectrum

secondhand you would do well to inquire how hot it runs and what long-term reliability it has.

I am contemplating removing the on-board +5V regulator and using a spare Commodore PSU, which supplies separate 9V and regulated +5V lines from the external transformer unit. I plan to put my Spectrum to good use playing games when my three young nieces next come to visit. Speccy games are cheap and plentiful - though some are of indifferent quality (a bit like playing 78s on a wind up gramophone?).

A good deal of Spectrum software is advertised in MCM - mostly taped games, of which there are several thousand available. Greenweld Electronics (0703 236363) sell 100 games on 7 cassettes for £4.95. Games and utilities can also be hired from Spectrum Software Hire (32 Dursley Road, Trowbridge, Wilts BA14 0NW).

Check-out "Your Sinclair" and "Sinclair User" mags for other software, accessories, spares, repairs etc. For a more serious approach, try the monthly "Format" magazine (Tel. 0452-412572), which offers news, reviews, programs and suppliers adverts. A bulletin board dedicated to Sinclair machines (Spectrum and QL) can be contacted on 0202-600305. Run under the name 4th Dimension by Wayne Weedon, this is a friendly BB with plenty of Spectrum files available for downloading and access to the International Spectrum Echo.

If you want to do a bit of wordprocessing on the Spectrum, look out for the excellent and inexpensive Tasword, bundled with the Plus. It can squeeze 64 characters onto each line, if your TV set is up to it. This can also be achieved from Basic using the machine-code utility Taswide.

A MESSAGE FROM PAUL OF PAUL'S PROGRAMS

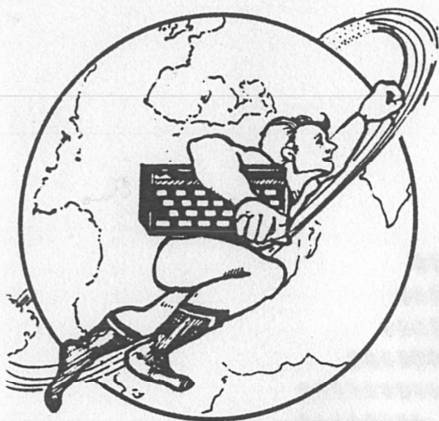
SOMEONE WROTE IN ASKING WHY HE COULDN'T RUN THE PROGRAMS ON PAGES 5 AND 6 OF THE JANUARY ISSUE, THE PROBLEM ONLY OCCURS IN 128 BASIC BECAUSE COMMANDS ARE USED AS VARIABLES, SIMPLY CHANGE THE WORDS 'INK' AND 'STEP' TO THE LETTERS 'I' AND 'S' WHEREVER THEY APPEAR IN LOWERCASE LETTERS,

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CODE CRUNCHER

PART 7 OF MACHINE CODE COURSE
BY JOHN BLACKBURN

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NO TIME FOR CHIT CHAT THIS MONTH, CODECRUNCHERS, WE'VE GOT A JOB TO DO. FIRSTLY WE'VE GOT TO CRUNCH OUR WAY THROUGH A FINAL BLOCK OF CODE WHICH WILL FINISH OF OUR GAME ONCE AND FOR ALL. THIS PROGRAM IS THE INFAMOUS MAIN PROGRAM WHICH WILL KICK IN WHEN THE GAME FIRST LEADS IN A STAY RUNNING FOREVER OR AT LEAST UNTIL SOMEONE HITS THAT RESET BUTTON. I SHALL ALSO GIVE A BRIEF DESCRIPTION OF PC ASSEMBLY LANGUAGE SO THAT YOU CAN SEE HOW FUNDAMENTALLY IDENTICAL IT IS TO THE SPECTRUM. IT'S A CPC ATTACHED TO SOME RAM. IT

RUNS THROUGH A PROGRAM CONSISTING OF SOME NUMBERS IN RAM AND ACTING ON THESE INSTRUCTIONS SEQUENTIALLY TRANSFERS SOME OTHER NUMBERS IN RAM ONTO ITS REGISTERS. THESE NUMBERS ARE ARITHMETICALLY (ADDED TOGETHER ETC....) AND THE RESULT DUMPED INTO OTHER MEMORY LOCATIONS. IT IS A GLORIFIED ADDING MACHINE WHICH GRINDS THROUGH IT'S CURRENT PROGRAM WITH EXACTLY THE SAME STUPIDITY AND PREDICTABILITY AS A SAWMILL GRINDS THROUGH THE NEXT TREE. SOFTWARE ENGINEERS ARE THE MODERN FREEMASONS. THEY COME UP WITH HIGHLY IMPRESSIVE JARGON WHICH MEANS VERY SIMPLE THINGS. THEY CALL THEMSELVES WIZARDS (HONESTLY) THE CODECRUNCHER DOES NOT HATE SUCH PEOPLE, HE PITIES THEM. ANYWAY THE PC HAS 4 MAIN 2 BYTE REGISTERS:- AX, BX, CX, DX.

THE HIGH AND LOW BYTES OF EACH CAN BE ACCESSED FOR INSTANCE AH AND AL ARE THE HIGH AND LOW SUBREGISTERS OF AX. I'LL LEAVE YOU TO GUESS WHAT THE HIGH AND LOW PARTS OF BX, CX AND DX ARE CALLED.

THE EQUIVALENT OF LD IS MOV (SHORT FOR MOVE). YOU CAN MOV ANY REGISTER WITH ANY OTHER E.G.:- MOV AL, BXH, MOV DX, AX, ETC..... YOU CAN ALSO MOV A REGISTER WITH A BYTE POINTED TO BY ANOTHER REGISTER:- MOV CH, (BX) OR MOV AL, (BX+5) OR EVEN MOV AL, (BX+SI+5) SI IS CALLED AN INDEX REGISTER USED ESPECIAALLY FOR ADDRESSING LIKE THIS. OF COURSE YOU CAN DO THE REVERSE :- MOV (BX+5), DH YOU CAN INCREASE AND DECREASE ANY REGISTER :- INC DX OR DEC AL

THE Z80 HAS A PRONOUNCED FAVOURITISM TOWARDS THE A AND HL REGISTERS BUT ON THE PC YOU CAN DO JUST ABOUT ANYTHING TO ANY REGISTER (IT HAS NO FAVOURITE REGISTER.....)

```
ADD DX,3          ADD CX,DX
ADD AL,AH        SUB DX,AX
```

CMP IS THE SAME AS CP BUT CAN BE DONE WITH ANY REGISTER (EVEN 2 BYTE ONES):- CMP AH,2 CMP DL,BL CMP AX,DX

THE PC HAS LOTS OF FLAGS BUT LIKE THE Z80 ONLY THE Z AND C (CARRY) FLAGS ARE USEFUL. THE ONLY WAY TO BRANCH IS TO JUMP ON CONDITION OF A FLAG E.G.:- JNZ, LP1 = JR N2, LP1 JC EXIT = JR C,EXIT CALL Z SUBR THE FLAGS ARE AFFECTED BY CMP AND MC DEC ADD AND SUB AS THE Z80, SO YOU CAN CONDITIONALLY CALL A SUBROUTINE OR DO A LOOP:-

```
MOV AX,721        LP1          DEC AX          JNZ LP1
WHICH WILL LOOP ROUND AX TIMES.
```

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CODE CRUNCHER

CONTINUED

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THERE IS A SPECIAL COMMAND LOOP WHICH DECREASES CX AND JUMPS IF IT IS NOT ZERO E.G:-

```
MOV CX,511
```

```
LP1
```

```
LOOP LP1
```

IT'S A BIT LIKE DJNZ REALLY SOME COMMANDS ARE IDENTICAL TO THEIR Z80 EQUIVALENTS:

```
RET      POSM AX      POP DX      AND DL,7
```

```
AND CH,AH OR AH,BL  ROR=RRC  ROL = RLC
```

TO RETURN TO DOS YOU DON'T SIMPLY USE RET WITH

NOTHING ON THE STACK, INSTEAD YOU USE INT 021.

THIS COMMAND CAN ALSO BE USED TO PRINT A

CHARACTER TO THE SCREEN (LIKE RST 16).

NOW BEING CODECRUNCHER CADETS LOYAL AND TRUE, YOU WILL BE SAYING THAT IF YOU CAN ONLY POINT TO 2 BYTES WORTH OF MEMORY ADDRESS THEN THATS ONLY 64K OF MEMORY YOU CAN ACCESS, AND YOU'RE RIGHT THE ORIGINAL 8086 CPU COULD ONLY ACCESS 64K OF MEMORY JUST LIKE THE 48K SPECTRUM.

IN THOSE DAYS 64K SEEMED LIKE MORE THAN ENOUGH MEMORY FOR ANY APPLICATION. WHEN IT TURNED OUT THAT SEVERAL MEGABYTES WERE REQUIRED IBM HAD TO COME UP WITH SOME SORT OF FIDDLE TO ALLOW THIS TO BE ACCESSED. THE MEMORY IS CONSIDERED TO BE MADE UP OF 64K CHUNKS. THE CURRENT CHUNK BEING ACCESSED IS GIVEN BY THE DS (DATA SEGMENT) REGISTER. IT IS VERY SIMILAR TO THE RAMPAGING OF THE 128K SPECTRUM.

MANY NEW AND IMPROVED CPU'S HAVE COME OUT OVER THE YEARS THEY ALL DO EXACTLY THE SAME THINGS BUT FASTER. THERE WAS THE 8086 THEN THE 80286, 80386, 80486, 80586 AND LOTS OF OTHERS AS WELL.

SO NOW YOU KNOW WHAT PEOPLE MEAN WHEN THEY BOAST OF THEIR 4865, THEY'RE TELLING YOU THAT THEIR COMPUTER IS PRACTICALLY IDENTICAL TO THE ORIGINAL PC MADE IN THE '70S. (HOW SELF DEPRECIATING....)

THE NEW 80856 OR PENTIUM IS SUPPOSED TO BE EVEN MORE IMPRESSIVE, BUT I READ ON THE INTERNET THAT SOMEONE CALLED CLIVE SINCLAIR HAS DESIGNED A MUCH BETER, FASTER AND CHEAPER CPU.

DID YOU SEE TERMINATOR 2 ? I CAN SYMPATHISE WITH JOHN'S MOM WHO WANTED TO KILL THE GUY WHO INVENTED THE CPU. I'D LIKE TO TERMINATE WHOEVER DECIDED THE Z80 SHOULD STORE IT'S LOW BYTE FIRST. BUT THERE'S ONE OTHER CHIP THAT HAS THE SAME PECULIARITY, IT'S THAT NEW IMPROVED 80586 SMALL WORLD INNIT.....?

NEXT MONTH, MAYBE (HONESTLY) MY ADVENTURES WITH MULTIMEDIA ON THE PC. IT'S A LOAD OF GARBAGE (DAMN I'VE RUINED THE SUSPENSE NOW) AND (DEEP BREATH) THE 'INFORMATION SUPER HIGHWAY' IT'S CRAP AS WELL (SORRY....)

OK ONTO THIS MONTH'S PROGRAM (I'M NOT STALLING HONEST) WELL AS YOU CAN SEE IT HAS A LOT OF VARIABLES. THE DEFB'S ARE SPECIFIC TO THIS ROUTINE WHEREAS THE EQU'S POINT TO VARIABLES IN OTHER ROUTINES SUCH AS TURN ,YPOS ETC...LAST K IS A VERY USEFUL SYSTEM VARIABLE WHICH CONTAINS THE CODE OF THE LAST KEY PRESSED.

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CODE CRUNCHER

CONTINUED

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FIRST A GREETING IS PRINTED, LIVES IS SET TO 3 AND LEVEL IS SET TO 1. WE THEN CALL SETUP WHICH TRANSFERS OUR FIRST LEVEL DATA FROM IT'S STORAGE POSITION TO THE WORKSPACE AREA. WE SET YPOS=0 XPOS=4 AND WE'RE OFF. WE PRINT OUT A FULL SCREEN OF SPRITES BY CALLING BACKGROUND THEN SCREENDUMP. WE ALSO CALL INFO WHICH PRINTS OUR XPOS POSITION IN THE LEVEL AND THE NUMBER OF LIVES LEFT.

MOVE ALLOWS THE PLAYER TO MOVE LEFT OR RIGHT BY PRESSING 'O' OR 'P'. IF HE DOES THE NEW SCREEN IS PRINTED. COLL DETECTS IF THE PLAYER HAS HIT ANYTHING. WE THEN INCREASE YPOS AND SEE IF WE'VE

REACHED THE END (REMEMBER YPOS POINTS TO THE FIRST BYTE OF THE OBSTACLES ON SCREEN). IF WE HAVE IT'S EITHER ONTO THE NEXT LEVEL OR (IF WE'VE COMPLETED LEVEL 10) THE FINAL CONGRATULATIONS MESSAGE AND THEN BACK TO LEVEL 1 AGAIN. IF WE HAVEN'T COMPLETED THE LEVEL THE INNER LOOP REPEATS.

SUBROUTINES:- WELL SETUP IS OBVIOUS IF YOU'VE BEEN FOLLOWING THESE ARTICLES AND UTTERLY INCOMPREHENSIBLE IF YOU HAVEN'T. INFO JUST PRINTS SOME ATTRIBUTES ON SCREEN. THE LIVES REMAINING ARE BLUE BLOCKS SEPARATED BY A SPACE. COLL GETS THE BYTE CORRESPONDING TO THE FOREGROUND NOW AND TESTS TO SEE IF IT'S SET. IF IT ISN'T THEN YOU'RE ALRIGHT AND WE GO BACK TO THE MAIN LOOP. IF IT IS THEN WE LOSE A LIFE, TEST TO SEE IF WE'RE DEAD AND IF NOT GO INTO A LOOP ALLOWING THE PLAYER TO MOVE LEFT OR RIGHT TO FIND A GAP AND Q TO START MOVING AGAIN. IT DOES SO BY REPEATEDLY CALLING MOVE. IF Q IS PRESSED WE JUMP TO COLL, TEST TO SEE IF WE HAVE HIT ANYTHING. IF WE HAVEN'T THEN WE'RE OFF AGAIN. IF WE HAVE THEN IT'S LOSE ANOTHER LIFE AND BACK TO FINDING A GAP. IF WE ARE DEAD THEN POP HL TO REMOVE THE PROGRAM COUNTER FROM THE STACK AND BACK TO RESTART.

MOVE TEST TO SEE IF O OR P HAS BEEN PRESSED AND MOVES LEFT OR RIGHT AS APPROPRIATE. WE UPDATE XPOS, AND 7 IS USED TO ENSURE THAT XPOS GOES:- 7,6,5,4,3,2,1,0,7,6,5,4.....

OR :- 1,2,3,4,3,2,1,0,1,2..... WE ALSO MAKE TURN EQUAL TO 0 OR 2. MOVEN PRINTS OUT A NEW SCREENFUL. THIS TIME BACKGROUND WILL ROTATE THE LAYOUT BYTES AS WELL AS PRINTING THE BACKGROUND. TURN IS SET AT 1 (STRAIGHT ON) AND LAST K =0 (NO KEY PRESSED). MESS USED RST 16 TO PRINT THE MESSAGE POINTED TO BY HL TO (15,0) AND WAITS FOR A KEY PRESS BEFORE RETURNING.

RIGHT, ASSEMBLE THAT AND LOAD IN THE OTHER PROGRAM LAYOUTS AND GRAPHICS TO MEMORY. RUN THE PROGRAM IN LISTING 2 TO POKE IN THE APPROPRIATE BACKGROUND COLOURS. THESE SHOULD BE IN ATTRIBUTE CODES SO 10 = PAPER 1 INK 2 ETC, CHANGE LEVELS TO EQUAL THE NUMBER OF LEVELS YOU'VE DESIGNED. RUN 100 IN LISTING 3 AND THW WHOLE GAME IS SAVED AS A TINY BASIC PROGRAM AND A LARGE CHUNK OF CODE. RESET THE COMPUTER AND TYPE LOAD 'GAME' TO PLAY YOUR GAME AND THAT'S IT.

XX

XX

CODE CRUNCHER

XX

OF COURSE THE GAME COULD BE IMPROVED IN MANY WAYS. YOU COULD MAKE THE MESSAGES MORE INTERESTING, HAVE A LOADING SCREEN AND A TITLE PAGE, A HIGH SCORE TABLE ETC AND ER..... SOME SOUND EFFECTS MIGHT BE NICE.... NEXT MONTH, A PROGRAM TO GENERATE THOSE RANDOM DOT STEREOGRAMS WE'VE HEARD SO MUCH ABOUT. THEY WERE INVENTED MANY YEARS AGO. AS ARNIE WOULD SAY.....

..... HASTA LA VISTA, BABY

XX

LISTING 1

```

ORG 300000
JF START
GRND1 EQU 31403
GRND2 EQU 31404
SKYCOL EQU 31402
YPOS EQU 31010
BACKG EQU 31400
SCRNDMP EQU 31000
XPOS DEFB 4
LIVES DEFB 3
LEVEL DEFB 1
TURN EQU 31405
CONG DEFB 'WELL DONE LEVEL COMPLETE'
DEFB 255
CONG1 DEFB 'YOU HAVE COMPLETED THE
GAME CONGRATULATIONS'
DEFB 255
YDEADM DEFB 'SORRY, BUT YOU ARE DEAD'
DEFB 255
BREET DEFB 'WELCOME TO THE GAME OF
THE CENTURY'
DEFB 255
START LD HL, BREET CALL MESS
RESTART LD A,1 LD (LEVEL), A
LD A,3:LD (LIVES),A
LP2 CALL SETUP
LD A,0
LD (YPOS),A
LD A,4
LD (XPOS),A
LP1 CALL BACKG CALL SCRNDMP
CALL MOVL
CALL COLL CALL INFO
LD A, (YPOS)
INCA
LD (YPOS),A
CP 255
JR Z NXTL
JR LP1
NXTL LD A (LEVEL)
CP 10
JR Z, COMP
LD A, (LEVEL)
INCA
LD (LEVEL),A
JR LPS LD HL,CONG:CALL MESS
COMP LD HL,CONG 1
CALL MESS
JR RESTART
SETUP LD A, (LEVEL)
LD HL,32884
LD DE,1029
CP 0
JR Z SETK
LD B,A
SET 1 ADD HL,DE
DJNZ SET1
SETSK LD A, (HL)
LD,A
INC HL
LD A, (HL)
LD (GRND1),A
INC HL
LD A, (HL)
LD (GRND2),A
INC HL
LD DE,31600
LD BC,1026
LDIR
RET LD A,1:LD(TURN),A
INFO LD HL,22528
LD B,8
LD A,0
INF1 LD (HL),A
INC HL
DJNZ INF1
LD A, (XPOS)
LD E,A: LD D,0
LD HL,22528
ADD HL,DE
LD A,16
LD (HL),A
LD A, (LIVES)
LD HL,22554
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

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XX

CODE CRUNCHER

XX

LISTING 1 (CONT)

```

LD B,A
LD A,8
INFZ LD (HL),A
INC HL
INC HL
DJNZ INFZ
RET
COLL LD A,(YPOS)
LD E,A
LD D,0
LD HL,31600
ADD HL,DE
LD A,(HL)
BIT 3,A
RET Z
LD A,(LIVES)
DEC A
LD (LIVES),A
CP 0
JR Z,DEAD
COLL Z LD A,0
LD (LASTK),A
CALL MOVE
LD A,(LASTK)
CP 'Q'
JR Z,COLL
JR COLL,Z
RET
DEAD POP HL
LD HL,YDEADM
CALL MESS
JR RESTART
MOVE LD A,(LASTK)
CP 'O'
JR Z,LEFT
CP 'P'
JR Z,RIGHT
RET

```

```

LD A,(XPOS)
DEC A
AND 7
LD (XPOS),A
LD A,0
LD (TURN),A
JR MOVEN
RIGHT LD A,(XPOS)
INC A
AND 7
LD (XPOS),A
LD A,2
LD (TURN),A
JR MOVEN
MOVEN CALL BACKG
CALL SCRNDMP
CALL INFO
LD A,1
LD (TURN),A
LD A,0
LD (LASTK),A
RET
MESS LD A,22 CURSOR POSITION
RST 16 TO (15,0)
LD A,15
RST 16
LD A,0
RST 16
MESS 1 LD A,(HL)
CP 255 RET Z
RST 16
INC HL
JR MESS 1
LD A,0
LD (LASTK),A
MESS 2 CP 0
JR 2 MESS 2
RET

```

XX

LISTING 2

```

5 LET ADD = 32884
10 FOR N=1 TO LEVELS
20 READ A,B,C
30 POKE ADD,A
40 POKE ADD +1,B
50 POKE ADD+2,C
60 LET ADD = ADD+1029
70 NEXT N
80 DATA 8,16,24 (LEVEL 1)
90 DATA 40,48,56 (LEVEL 2)

```

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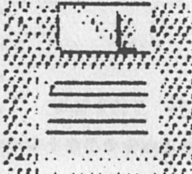
LISTING 3

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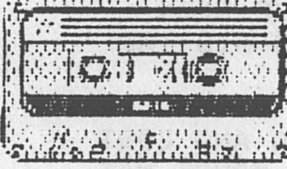
10 CLEAR 29999
20 LOAD 'MC' CODE
30 LET Z=USR 30000
100 SAVE 'GAME' LINE 10
110 SAVE 'MC' CODE 30,000,2884
+1029 X LEVELS

```

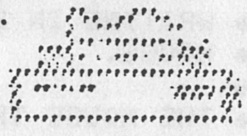
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PD REVIEW



WITH RICHARD COLES



Hello, my name is Richard Coles. Welcome to the very first PD REVIEW in Spectrum U.K. I am sure you will all join in with me in sending get well wishes to Julie who has been very ill.

But now to the program I am reviewing this month which is "SPECTRUM FONTS" by John Westhead. When John sent me the program he also sent a letter saying that he had so little people asking for it he was going to give it up all together. We can not let this happen because they're so good. When some of the fonts were on screen, I could have believed I was sitting in front of an Amiga. Basicaly, this is a tape-full of fonts with an intro program at the start of the tape. These very pro looking fonts are including Medieval to Gothic, Bold 6 to Very tiny, Spanish to Russian. There are even fonts like Amstrad, Commadore, BBC, and even PC! Also, you can load these fonts to Art Studio font editor. If you have a 128K Spectrum you have to go into 48K mode. I am writing a wordprocessor to go with it, so you may find it in next months PD REVIEW. If you want a copy of Spectrum Fonts, send an S.A.E to.....

John westhead, 13 Glaisdale Street, Tonge Moor, Bolton, Lancashire, BL2 2JX. Thats all for this month. See ya'.

* **BACK IN TIME...** *
* * * * *

WITH ARNOLD YATES

* * * * *

* THIS MONTH I WOULD LIKE TO GO INTO A LITTLE DETAIL CONCERNING TWO *
* SEPERATE ITEMS OF SPECTRUM HARDWARE THAT MEMBERS HAVE BEEN *
* WRITING IN ENQUIRING ABOUT, THE FIRST IS THE DRAWING AID THE *
* MOUSE. *
* * * * *

* THE MOUSE THAT I OWNED WAS MADE BY DATEL ELECTRONICS AND COST *
* £50.00 IT CAME COMPLETE WITH THE MOUSE, INTERFACE, MOUSE MAT, *
* AND ADVANCED ART STUDIO, IT BOASTED TO BE THE BEST ALL ROUND *
* GRAPHICS PACKAGE AVAILABLE. *
* * * * *

* THE MOUSE CAN BE USED ON THE SPECTRUM 48K, 48+, 128+2 IN 48K MODE *
* IT CAN ALSO BE USED ON THE +2A OR +3 IF YOU HAVE THE FIXER BOARD *
* IN 48K MODE. *
* * * * *

* ANYWAY ON TO SETTING IT UP, TO USE THE MOUSE YOU HAVE TO PLUG THE *
* MOUSE INTERFACE INTO THE SPECTRUM EXPANSION PORT, AND THEN PLUG *
* THE MOUSE INTO THE INTERFACE, YOU THEN HAVE TO LOAD THE ART STUDIO *
* PROGRAM INTO THE SPECTRUM BEFORE YOU CAN USE THE MOUSE. *
* * * * *

* IF HOWEVER YOU HAVE A DISC DRIVE CONNECTED TO YOUR SPECTRUM, THEN *
* BEFORE YOU CAN USE YOUR MOUSE YOU WILL HAVE TO PURCHASE A (TWO *
* FACE), AND BELIEVE ME THESE ARE FEW AND FAR BETWEEN, IF HOWEVER *
* YOU MANAGE TO GET YOUR HANDS ON ONE, THEN PROCEED AS FOLLOWS. *
* * * * *

* THE (TWO FACE) FITS ONTO THE SPECTRUM EXPANSION PORT, AND THE *
* MOUSE INTERFACE CONNECTS TO THIS, YOU HAVE TO SWITCH OFF THE DRIVE *
* BEFORE YOU CAN LOAD THE SOFTWARE, THEN ENTER WHAT YOU WANT FROM *
* THE ART STUDIO, IF THEN YOU WANT TO SAVE THIS TO A DISC THEN YOU *
* HAVE TO SWITCH BACK TO THE DISC DRIVE. *
* * * * *

* SO REALLY SUMMING UP ALL I CAN SAY IS, IF YOU WANT TO USE THE *
* MOUSE WITH A DISC DRIVE THEN IT IS A COMPLETE WASTE OF TIME, *
* HOWEVER WITHOUT USING A DISC DRIVE THEN THE MOUSE HAS SOME VERY *
* GOOD POINTS IN ITS FAVOUR. *
* * * * *

* I CONVERTED THE ART STUDIO TO DISC, (SUFFICE TO SAY IF YOU CONVERT *
* IT TO DISC THEN YOU WON'T HAVE TO SUFFER USING THE DREADED LENS *
* LOCK AGAIN), ANYWAY WHERE WAS I...OH YES, I CONVERTED THE ART *
* STUDIO TO DISC AND USE A JOY STICK, THIS WAY I DON'T NEED THE *
* MOUSE OR THE INTERFACE OR THE CURRY U SLOT. *
* * * * *

* TO CONNECT UP MY JOYSTICK, I HAVE A SHORT JOYSTICK CABLE PLUGGED *
* INTO JOYSTICK PORT ONE ON MY 128K +2, AND MY KONIX JOYSTICK IS *
* CONNECTED TO THIS, THEN I JUST LOAD UP THE CONVERTED ART STUDIO *
* PROGRAM AND AWAY I GO, USING THE JOYSTICK INSTEAD OF THE MOUSE I *
* HAVE SAVED MYSELF OVER £40.00 AND IN MY OPINION GET THE SAME *
* RESULTS AS USING THE MOUSE. *
* * * * *

* I HAVE USED THE SAME JOYSTICK METHOD ON THE 48K, 48K+, AND THE *
* 128K+2, I HAVEN'T TRIED USING IT ON THE 128K+3, BUT CANNOT SEE ANY *
* REASON WHY IT SHOULDN'T WORK. *
* * * * *

* BACK IN TIME... *

WITH ARNOLD YATES

* NOW LETS GO ON TO DISCUSS TWO CLASSIC INTERFACES FOR THE SPECCY, *
* FIRSTLY THE DISCIPLE INTERFACE, THIS WAS MADE BY ROCKFORT PRODUCTS *
* AND WAS A MULTI-PURPOSE INTERFACE FROM MILES GORDON TECHNOLOGY *
* FOR ROCKFORT PRODUCTS. *

* IT WAS COMPATIBLE WITH A WIDE RANGE OF SPECTRUMS IE: 48K, 48+, *
* 128K, 128K+2 GREY, BUT NOT THE +2A OR +3, THE INTERFACE FITS ON TO *
* THE EXPANSION PORT AND CAN BE FIXED TO THE SPECTRUM BY TWO SCREWS. *

* IT CAN BE USED WITH TWO DISC DRIVES, THE 3'' 3.5'' OR 5.25'', IT *
* IS STANDARD CENTRONICS PARALLEL, AND IF YOU LIKE YOU CAN USE *
* INTERFACE ONE AND MICRODRIVES WITH THIS INTERFACE, ALSO IT *
* SUPPORTS SINCLAIR BASIC SYNTAX OF LPRINT AND LLIST. *

* WITH THIS INTERFACE YOU CAN USE TWO DIFFERENT JOYSTICKS, THAT IS *
* THE KEMPSTON STANDARD SINGLE JOYSTICK, AND THE SINCLAIR STANDARD *
* FOR DUAL JOYSTICK. *

* THE ONLY FAULT THAT I CAN FIND WITH USING THIS INTERFACE IS, *
* IF YOU PRESS THE RESET BUTTON TWICE YOU HAVE TO RELOAD THE DOS, *
* THIS INTERFACE IS QUITE HARD TO COME BY, AND THEY CAN COST £50.00 *
* OR MORE TO BUY SECONDHAND, BUT YOU MIGHT GET LUCKY AND FIND ONE *
* ADVERTISED CHEAPER IN MICROMART, OR SPECTRUM UK, BUT BELIEVE ME *
* ONCE SEEN THEY ARE SNAPPED UP VERY QUICKLY. *

* THE NEXT INTERFACE THAT I WOULD LIKE TO GO INTO DETAIL OVER IS *
* THE MGT PLUS D, THIS IS THE FOLLOW ON DISC DRIVE INTERFACE FROM *
* MILES GORDON TECHNOLOGY, THE DESIGNERS OF THE HIGHLY ACCLAIMED *
* DISCIPLE. *

* ALL OF THE OUTSTANDING FEATURES OF THE DISCIPLE HAVE BEEN *
* RETAINED IN THE MGT PLUS D, BUT ALSO THE PLUS D AS BEEN DESIGNED *
* TO WORK WITH ALL OF THE SPECTRUM RANGE OF COMPUTERS, INCLUDING THE *
* +2A, AND +3 IF YOU HAVE THE FIXER BOARD, THESE CAN BE OBTAINED *
* FROM DATEL ELECTRONICS PRICE £9.00. *

* WITH THE PLUS D CONNECTED TO YOUR SPECTRUM YOU CAN TRANSFER 99% *
* OF ALL GAMES TO DISC AT THE TOUCH OF A BUTTON, THE FASTEST DISC *
* LOAD/SAVE TIMES ARE, 3.5 SECONDS ON THE 48K, AND 10 SECONDS FOR *
* THE 128K. *

* SNAPSHOT SAVES A GAME AT THE PRESS OF THE BUTTON TO THE DISC, *
* OR SNAPS THE GAME AT THE POINT THAT YOU ARE AT, DEPENDING ON WHICH *
* NUMBER THAT YOU PRESS ON THE PLUS D MENU. *

* THERE IS UP TO 780K AVAILABLE ON A 3.5'' OR 5.25'' DISC AS LONG *
* AS THE DRIVE IS DOUBLE SIDED AND 80 TRACK, THIS MEANS THAT YOU CAN *
* HAVE UP TO SIXTEEN 48K PROGRAMS, OR 6 128K PROGRAMS ON A SINGLE *
* DISC, AND FOR SERIOUS USE YOUR SPECTRUM CAN AT LAST CATER PROPERLY *
* FOR DATABASE, WORD PROCESSOR AND SPREAD SHEETS WITH THE ENTIRE *
* 780K ACCESSABLE AT ANY TIME. *

* **BACK IN TIME...** *
* * * * *

WITH ARNOLD YATES

* THE PLUS D CAN DRIVE A PARALLEL/CENTRONICS PRINTER EVEN WITHOUT A *
* DISC DRIVE CONNECTED, AND THIS CAN BE ADDED LATER. *
* * * * *

* YOU CAN RUN THE OCP BUSINESS PROGRAMS, FOR EXAMPLE TROGANS LAST *
* WORD, THE WHOLE RANGE MARKETED BY TRANSFORM, SOFTWARE FROM HI-SOFT *
* AND BETASOFT, AND IF THAT ISN'T ENOUGH THEN THERE IS, BETTER BYTES, *
* FILE MASTER, DISC MANAGER, FASTWORD, AND MANY OTHERS. *
* * * * *

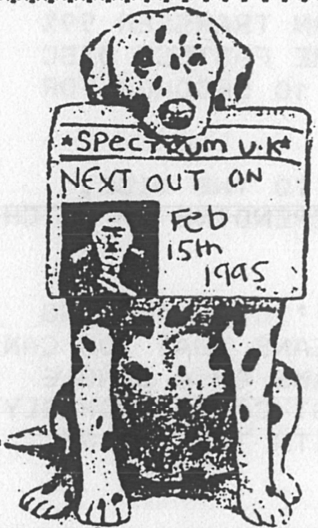
* THE PLUS D INTERFACE WILL ACCEPT A DISC DRIVE WHICH HAS A SHUGART *
* 400 TYPE INTERFACE CONNECTOR, SHUGART 400 IS AN INDUSTRIES *
* STANDARD, THE DRIVE MUST HAVE ITS OWN POWER SUPPLY, BUT THE DRIVE *
* CAN BE OF 3" 3.5" 5.25", SINGLE OR DOUBLE SIDED AND 40 OR 80 *
* TRACK. *
* * * * *

* IF YOU DECIDE TO ADD A PRINTER TO YOUR PLUS D THEN IT WILL NEED *
* TO BE A CENTRONICS/PARALLEL TYPE AND TO TAKE FULL ADVANTAGE OF *
* THE PLUS D, IT SHOULD BE DOT MATRIX AND PRINT ITS CHARACTERS ON *
* AN 8 DOT, (NOT A 7 DOT), VERTICAL MATRIX EPSON COMPATIBLE PRINTERS *
* ARE THE EASIEST TO SET UP WITH THE PLUS D. *
* * * * *

* THE PLUS D CANNOT BE USED AT THE SAME TIME AS INTERFACE ONE *
* UNLESS YOU USE A TWO FACE, WHICH AS I SAID EARLIER ARE EXTREMELY *
* DIFFICULT TO COME BY. *
* * * * *

* AS YOU HAVE PROBABLY GUESSED I AM A BIG FAN OF THE PLUS D AS I *
* SUSPECT ARE MANY SPECTRUM OWNERS EVERYWHERE, AND ALL I CAN SAY TO *
* YOU IS, IF YOU DON'T OWN ONE AND GET THE CHANCE TO BUY ONE, THEN *
* DO SO BECAUSE IT WILL TRANSFORM YOUR SPECTRUM BEYOND BELIEF. *
* * * * *

* WELL I THINK THAT WILL DO FOR THIS ISSUE OF BACK IN TIME, I HOPE *
* THAT YOU HAVE ENJOYED READING IT, AND IF ANYONE WANTS A PRINTOUT *
* OF THE PLUS D SPECIFICATIONS, THEN PLEASE WRITE IN TO ROY WHO WILL *
* PASS ON YOUR LETTERS TO ME, THOUGH PLEASE ENCLOSE A FIRST CLASS *
* STAMP, THANK YOU. *
* * * * *



OMEGA BBS.

081-393-6226
2000hrs - 0200hrs.



WRITEBACK



I WANT TO START OFF THIS ISSUES WRITEBACK BY THANKING MOST SINCERELY EVERYONE OF YOU WHO HAVE WRITTEN IN WISHING US WELL AFTER MY RECENT ILLNESS, YOUR WONDERFUL LETTERS HAVE QUITE OVERWHELMED US, THANK YOU ALL FOLKS FOR YOUR KINDNESS SUPPORT AND ABOVE ALL YOUR FRIENDSHIP, RIGHT ON WITH THE SHOW.

WILF FROM OAKHAM WRITES:

SO... SPECTRUM U.K HAS WOUND UP AND RAN OFF WITH THE TAKINGS...? YES JULIE AND ROY THE RUMOURS EVEN REACHED MY OLD EARS, SO AFTER HEARING THEM, I SAT DOWN, LIT MY PIPE AND DECIDED TO WRITE THIS LETTER TO EVERYONE WHO IS A MEMBER OF SPECTRUM U.K. RIGHT HERE GOES, I HAVE KNOWN JULIE AND ROY FOR VERY MANY YEARS, INDEED, LONG BEFORE THEY EVER PUT THIS GROUP TOGETHER, I KNOW ROY AS A BUSINESS FRIEND, WE HAVE WORKED ON AND OFF FOR MANY YEARS TOGETHER, AND I KNOW THAT OF ALL THE PEOPLE THAT I HAVE KNOWN THROUGHOUT MY LIFE, THEN THIS PAIR I RATE AMONGST MY BEST FRIENDS, I, LIKE EVERYONE ELSE HAVE HAD MY FAIR SHARE OF PROBLEMS IN MY LIFE, AND IT WAS ALWAYS THESE TWO WHO CAME TO MY AID, NOT FOR ANY FINANCIAL GAIN BUT AS FRIENDS, AND THAT IS WHY WHEN I HEAR THESE RUMOURS THAT THEY ARE SOMEHOW CROOKED WELL IT MAKES MY BLOOD BOIL, SO TO ALL OF YOU LET ME SAY, DON'T BELIEVE A WORD OF THE BALLS BECAUSE THAT IS WHAT IT IS, RIGHT I FEEL A LOT BETTER WITH THAT LOT OFF MY CHEST, AND NOW LASTLY A WORD TO YOU TWO, KEEP UP THE GOOD WORK, DON'T LET THE ODD NONENTITY HARDEN YOU TO LIFE, AND JUST WHEN ARE YOU GOING TO SUE THE B****KS OFF OF SOMEONE..? OR DO YOU WANT ME TO.

JULIE SAYS:

I CAN'T SAY ANYTHING WILF, EXCEPT THANK YOU, AND WE WILL SEE YOU SOON. WAIT THOUGH I CAN SAY SOMETHING, I THINK IT IS ALRIGHT FOR YOU TO USE THE WORD BALLS IN YOUR LETTER, BUT B****KS...? NO WILF B****KS IS DEFINATELY A NO NO, SEE YOU SOON.

JOHN FROM SOLIHULL WRITES:

JUST A LETTER TO SAY, OH JOY, OH JOY, THE POSTMAN HAS JUST DELIVERED OCTOBERS SPECTRUM U.K, AND I AM ONCE AGAIN A HAPPY MAN, I NEVER DOUBTED YOU FOR AN INSTANT, NEVER MIND THE GARBAGE DOING THE ROUNDS, LONG LIVE SPECTRUM U.K THATS WHAT I SAY, SO HAVE ONLY GOOD LUCK FROM NOW ON, AND ROLL ON THE CHRISTMAS ISSUE.

JULIE SAYS:

THANKS FOR YOUR GREAT LETTER JOHN, IT REALLY IS APPRECIATED, AND REMEMBER ALWAYS KEEP THE FAITH.

WRITEBACK

JOHN FROM PEMBROKESHIRE WRITES:
DEAR ROY AND JULIE,
JUST A NOTE TO SAY HOW VERY PLEASED I WAS
TO SEE THE OCTOBER ISSUE OF SPECTRUM U.K
MAGAZINE DROP THROUGH THE LETTERBOX.
WELCOME BACK. ITS NICE TO SEE YOU AGAIN.
IN OTHER WORDS.....

WHOOPEE!!!



TO JULIE, TAKE IT STEADY AND DON'T OVERDO
THINGS. IT WILL TAKE SOME TIME TO GET BACK
TO FULL STEAM AHEAD. TO ROY, MANY THANKS
FROM EVERYONE (I'M SURE) FOR ALL YOUR
RECENT HARD WORK, YOU REALLY DESERVE A
LARGE POLISHED 24 CARAT MEDAL. I HAVEN'T GOT A MEDAL TO SPARE AT
THE MOMENT BUT I CAN SEND YOU THE ENCLOSED. IT IS A BIT EARLY,
(NOT DUE TILL EARLY NEXT YEAR) BUT I THOUGHT THAT IT WOULD HELP
THE CLUB FINANCES AT THE PRESENT TIME. BY THE WAY I NOTICED THE
25P STAMP ON THE ENVELOPE (WHICH ITSELF WOULD BE AT LEAST 5P). A
LARGE PROPORTION OF THE £1 SUB...? I WOULDN'T MIND IF YOU PUT IT
UP IN THE FUTURE. HOWEVER, I MUST STOP NOW. AS SOON AS THIS IS
PROCESSED AND SENT OFF I MUST ROLL UP MY SLEEVES AND GET CRACKING
ON THAT SNEAKY LITTLE PROGRAM I'VE THOUGHT OF FOR PAUL'S PROGRAMS
BEST WISHES, JOHN.

??

JULIE SAYS:
THANK YOU FOR YOUR WONDERFUL LETTER JOHN, AND THANK YOU FOR
HAVING FAITH IN US IT MAKES IT ALL WORTH WHILE, NOW LETS CRACK ON
AND KEEP THE GOOD OLD SPECCY ALIVE.

??

PAULINE FROM COUNTY TYRONE WRITES:
HI GANG, ITS GOOD TO SEE YOU BACK AGAIN, THE SPECCY SCENE WOULD
BE A DREARY OLD PLACE WITHOUT SPECTRUM U.K, SOME OF THE STUFF I
HAVE SEEN DOING THE ROUNDS READS LIKE OBITUARY NOTICES... ONE IN
PARTICULAR COMES TO MIND, IT CONSISTED OF 14 PAGES, ALL OF THEM
STUFFED WITH TECHNICAL JARGON, FOR A WHILE I THOUGHT THAT IT WAS
A REPAIR MANUAL FOR A SPACE SHUTTLE, YAWN YAWN YAWN, I HOPE JULIE
IS FEELING A LITTLE BETTER NOW, AND I WOULD LIKE TO WISH YOU ALL
WELL FOR THE FUTURE, KEEP UP THE GOOD WORK, WE NEED YOU.

??

JULIE SAYS:
HELLO PAULINE ITS NICE TO HEAR FROM YOU AGAIN, I HAD A PROBLEM
SIMILAR TO YOU THE OTHER DAY I WAS WATCHING ONE OF THESE GLASS
MAGS, AND AFTER A WHILE...? DEARY ME WHAT WITH ALL THE SCROLLING
ETC, MY EYES WERE GOING ROUND LIKE THE REELS ON A FRUIT MACHINE,
WHY DON'T YOU WRITE SOME ARTICLES FOR THE MAG PAULINE, COME ON,
WE NEED MORE LADIES ON THE TEAM.

??

WRITEBACK

LES FROM MIDDLESEX WRITES:

DEAR ROY,

I HAVE JUST RECEIVED THE OCTOBER ISSUE OF SPECTRUM U.K. AND DECIDED TO WRITE A QUICK NOTE HAVING READ THE EDITORIAL.

JUST THOUGHT I'D LIKE TO ADD MY BEST WISHES TO THE MANY I AM SURE YOU WILL RECEIVE --- 'NOT TO YOU' (TO HER INDOORS OF COURSE), A WORD OF WARNING--TO YOU ROY, DON'T DO THE STRAPS UP TOO TIGHT ON THAT STRAIGHT JACKET, SHE MIGHT GET UPSET...?

SO, IF YOU CAN SPARE THE TIME, TAKE OFF THE APRON, PUT DOWN THE MOP, AND READ THE REST OF MY LETTER.

YEP, I ALSO WONDERED WHAT HAD HAPPENED TO THE SPECCY MAG, HAD THEY ALL DONE A BUNK...? I WONDERED, WELL IN VIEW OF THE RECENT GOINGS ON, (NO NOT THE HOUSE OF COMMONS), THAT BEEZER...? ER GENTLEMAN WHO HAS NO LONGER ACCESS TO SPEC U.K I THOUGHT WELL, NEVER MIND WHAT I THOUGHT, THE POINT IS LOOKING ON THE BRIGHT SIDE YOU HAVE MADE IT QUITE CLEAR THAT YOU ARE NOT SOME OLD LAG MAKING A QUICK BUCK, THATS A TECHNICAL DESCRIPTION OF A FLY-BY-NIGHT, SO GOOD ON YOU MATE, OH YES, I'LL PUT ME MONEY WHERE ME MOUTH IS, I AM GONNA RENEW ME SUBS. HAPPY TIMES TO YOU ALL, LES.



JULIE SAYS:

MANY THANKS FOR YOUR GREAT LETTER LES, AS YOU CAN SEE ROY TOOK YOUR ADVICE CONCERNING LOOSENING THE STRAIGHT JACKET STRAPS, SO MUCH SO THAT I HAVE MANAGED TO ESCAPE AND GET BACK TO WORKING ON SPECCY U.K. I MUST SAY THAT I FELT A LITTLE CONCERNED AROUND SIX WEEKS AGO WHEN HE SUGGESTED THAT PERHAPS IT WOULD BENEFIT ME IF HE WAS TO SHUT ME IN THE SHED OUT THE BACK FOR A WHILE...? SO THAT I COULD HAVE COMPLETE PEACE, THERES ROY FOR YOU ALWAYS THINKING OF OTHERS...? HE EVEN OFFERED TO PUT THE KIDS AND CAT IN WITH ME FOR COMPANY, AND HE PROMISED THAT HE WOULD LOCK THE DOOR SO THAT WE WOULDN'T FEEL THE DRAUGHTS...? THINKING BACK LES HE OFFERED MY MOTHER THE SAME SUGGESTION A YEAR AGO WHEN SHE CAME TO STAY WITH US FOR A WHILE...? ER YOU WILL HAVE TO EXCUSE ME FOR A MINUTE LES WHILE I POP OUT AND CHECK HIS OTHER SHED...?

THOMAS FROM GERMANY WRITES:

HOPE YOU ARE WELL, I FELL IN PANIC AND I REALLY HOPED EVERYDAY THAT SPECTRUM U.K. WILL COME AGAIN, AND YEP YOU ARE BACK, GREAT NEWS, BYE THOMAS.

JULIE SAYS:

ITS NICE TO HEAR FROM YOU AGAIN THOMAS, AND YES WE ARE BACK, SO YOU CAN STOP FALLING OVER IN PANIC, ONLY JOKING THOMAS.

QUESTER'S QUORUM



SINCE I LAST WROTE THIS COLUMN A LOT OF NEWS HAS REACHED ME, SO I HAD BETTER GET STRAIGHT INTO IT. FIRSTLY I WOULD LIKE TO REPORT ON TWO SOURCES OF ADVENTURE GAMES, BEGINNING WITH SOFT OPTIONS, OF 151 BALSUSNEY ROAD, KIRKCALDY, FIFE, KY2-5LH. THE COMPANY IS RUN BY EDDIE DRIVER AND SPECIALISES IN SPECTRUM SOFTWARE WITH SOME HARDWARE, ALL SECOND HAND AND REASONABLY PRICED. I HAVE AVAILED MYSELF ON SEVERAL OCCASIONS AND CAN ATTEST TO THE SUPERB QUALITY OF HIS SERVICE. ADVENTURE ADDICTS ARE CATERED FOR AND I HAVE OBTAINED SOME LONG SOUGHT

AFTER GEMS FROM EDDIE MYSELF. AMONG THE ITEMS I HAVE BOUGHT ARE : TOWER OF DESPAIR, THE CRYPT, BESIEGED, AND WAR IN MIDDLE EARTH. EDDIE ALSO ACCEPTS WANTS LISTS AND WILL ENDEAVOUR TO FIND THOSE GAMES YOU HAVE ALWAYS LONGED TO OWN. USERS OF UTILITY SOFTWARE CAN ALSO BENEFIT FROM EDDIE'S SERVICES, SO IF YOU HAVEN'T ALREADY DONE SO THEN SEND FOR HIS LATEST LIST, YOU CERTAINLY WON'T REGRET IT.

NEXT UP WE HAVE THE ADVENTURE WORKSHOP, 36 GRASMERE ROAD, ROYTON, OLDHAM, LANCASHIRE, OL2-65R. THE PROPRIETOR IS PHILLIP REYNOLDS WHO HAS A CATALOGUE OF AROUND 30 ADVENTURES. I WAS PARTICULARLY PLEASED TO SEE THAT HE CARRIES ALL OF THE OLD COMPASS SOFTWARE TITLES BY JOHN LEMMON. REGULAR READERS OF THIS COLUMN WILL KNOW THAT I AM A LONG TIME FAN OF JOHN'S WORK, AND TO SEE HIS GAMES AVAILABLE ONCE MORE IS A GREAT PLUS FOR SPECTRUM ADVENTURERS. PRICES RANGE FROM £2.00 TO 14.00 FOR TAPES AND £3.00 TO £5.00 FOR +3 DISKS. UNFORTUNATELY +D DISKS DO NOT APPEAR TO BE AVAILABLE, BUT WITH THE +D SNAPSHOT BUTTON AVAILABLE THIS IS NOT REALLY A DRAWBACK. A LOT OF THE GAMES WERE NEW TO ME, SO QUITE POSSIBLY ALSO TO YOU. THIS CATALOGUE IS WELL WORTH A LOOK AND COULD HOLD JUST THE GAME FOR YOU.

NEXT I RECEIVED A NICE LETTER AND A COPY OF THE LATEST MAGAZINE FROM BARBARA GIBB THE EDITOR OF ADVENTURE PROBE. ALTHOUGH THE MAGAZINE IS MULTI-FORMAT IT HAS A VERY HEALTHY AMOUNT OF SPECTRUM COVERAGE. HINTS + TIPS, LETTERS, REVIEWS AND SOLUTIONS ARE FEATURED EVERY MONTH, AND ARE ALL VERY GOOD. THE WHOLE LAYOUT IS VERY PROFESSIONAL AND THE ARTWORK IS BOTH RELEVANT AND IN RESPECT OF THE COVER EXCEPTIONAL FOR A FANZINE. THE TONE OF THE MAGAZINE IS VERY FRIENDLY AS BARBARA WORKS HARD AT CREATING A FAMILY TYPE ATMOSPHERE. THIS IS I BELIEVE ONE OF THE LONGEST SURVIVING ADVENTURE MAGS (THE ONE HUNDREDTH ISSUE RECENTLY RELEASED) AND QUITE RIGHTLY SO. A MUST FOR ALL ADVENTURE FANS IT COSTS £2.00 PER COPY FROM ADVENTURE PROBE, 52 BURFORD ROAD, LIVERPOOL, L16-6AQ. (PLEASE MAKE CHEQUES PAYABLE TO ADVENTURE PROBE).

REMEMBER WHEN CONTACTING ANYONE FEATURED IN THE ADVENTURE SECTION PLEASE ENCLOSE AN S.A.E. AND MENTION BOTH QUESTER'S QUORUM AND SPECTRUM U.K WHEN WRITING TO THEM.

QUESTER'S QUORUM



NOW I AM AFRAID THAT I HAVE SOME BAD NEWS FOR NOT ONLY ADVENTURE PLAYERS, BUT FOR ALL SPECTRUM ENTHUSIASTS. I HAVE RECENTLY RECEIVED A LETTER FROM LARRY HORSFIELD OF FSF ADVENTURES TO THE EFFECT THAT DUE TO A LACK OF SUPPORT, HE WILL BE QUITTING THE SPECTRUM SCENE AS SOON AS HE HAS FINISHED THE GAME HE IS PRESENTLY WORKING ON. NON ADVENTURE PLAYERS MAY BE WONDERING WHY THIS SHOULD IN ANY WAY AFFECT THEM, BUT I CAN ASSURE YOU THAT IT DOES. THE SIMPLE FACT BEING THAT THE LONGEVITY OF OUR FAVOURITE MACHINE DEPENDS VERY HEAVILY ON PEOPLE

CONTINUING TO CREATE SOFTWARE FOR IT. NONE OF US SHOULD FEEL COMPLACENT ABOUT THE LOSS OF A FINE GAME CREATOR LIKE LARRY. EVERY TIME SOMEONE LIKE HIM QUITTS THE SPECTRUM IT CONTRIBUTES TO THE SLOW DEATH OF A DEAR FRIEND, AND UNLESS WE TAKE STEPS TO PREVENT SUCH LOSSES IT WILL ALL TOO SOON BE OUR DEARLY DEPARTED FRIEND. THE DEMISE WILL BE ATTRIBUTABLE TO ALL OF US AND WILL BE CAUSED BY THE SLOW HAEMORRHAGING OF OUR LIFE BLOOD, TO WHIT NEW SOFTWARE.

MAY I IMPLORE ALL MEMBERS TO WRITE TO LARRY AT 40 HARVEY GARDENS, CHARLTON, LONDON, SE7-8AJ. TO THANK HIM FOR ALL THE FINE SUPPORT HE HAS GIVEN THE SPECTRUM OVER THE YEARS, AND TO TRY TO PERSUADE HIM TO CONTINUE SUPPORTING THE SPECTRUM. AS TO THE LATTER THE ONLY REAL WAY OF PERSUADING HIM IS TO BUY HIS GAMES, SO IT IS ALL DOWN TO YOU.

ONE OF THE MAIN TASKS OF ALL OF US WHO CONTRIBUTE TO THIS MAGAZINE IS TO NOT ONLY PREVENT THIS HAPPENING, BUT TO ENCOURAGE NEW PUBLISHERS TO ENTER THE FIELD. TO DO THIS WE URGENTLY NEED BOTH INFORMATION AND SUPPORT FROM OUR FELLOW MEMBERS. FOR MY OWN PART I URGENTLY NEED ANSWERS TO THE FOLLOWING QUESTIONS:-

- 1) HOW MANY OF YOU ARE PLAYING ADVENTURES, ON EVEN A CASUAL BASIS ?
- 2) WHAT IS IT ABOUT ADVENTURES THAT MAKES YOU AN ENTHUSIAST ?
- 3) WHAT IS YOUR FAVOURITE GAME, AND WHO IS YOUR FAVOURITE AUTHOR ?

IF YOU ARE A NON-ADVENTURE PLAYER:-

- 1) HAVE YOU EVER TRIED AN ADVENTURE ?
- 2) IF SO WHY DID YOU NOT ENJOY AND CONTINUE PLAYING THEM ?
- 3) IF YOU HAVE NEVER TRIED AN ADVENTURE, THEN WHY NOT ?

IT IS VERY IMPORTANT THAT ALL MEMBERS WRITE IN TO SUPPLY THE ANSWER TO THESE QUESTIONS FOR ME. SO IMPORTANT THAT I AM OFFERING A GOOD PRIZE FOR THE BEST LETTER RECEIVED, AND WILL ALSO PUBLISH THE LETTER IN THIS COLUMN. THE PRIZE OFFERED IS A 48K SPECTRUM IN A D'KTRONICS KEYBOARD, AN ALPHACOM 32 PRINTER, A CURRAH SPEECH UNIT, AND ORIGINAL COPIES OF LORDS OF MIDNIGHT, DATA GENIE AND TASWORD 2. REMEMBER I BADLY NEED THIS INFORMATION, SO EVERY MEMBER MUST, FOR THE SAKE OF THE SPECTRUM, WRITE TO ME AND SUPPLY IT.

THANK YOU ALL.

QUESTER'S QUORUM



QUESTER'S REVIEW THIS MONTH FEATURES THREE NEW GAMES FROM OUR OLD FRIENDS ZENOBI SOFTWARE. I HOPE TO SHORTLY BE ABLE TO REVIEW A NEW OFFERING FROM ADVENTURE WORKSHOP, SO KEEP READING THESE PAGES.

I HAVE RECEIVED A PLEA FOR HELP FROM ROB CATTANI WHO IS DESPERATE FOR THE ACCESS CODES FOR TEENAGE MUTANT HERO TURTLES. THIS IS NOT REALLY MY PROVINCE BUT I LIKE TO HELP WHERE I CAN. UNFORTUNATELY I HAVE SCoured MY FILES TO NO AVAIL, SO IF ANYONE HAS THESE CODES PLEASE SEND THEM TO ME. IN THE MEANTIME

ROB I DID UNCOVER THE FOLLOWING TIPS WHICH I HOPE MAY BE OF USE TO YOU :-

- 1) TO GAIN INFINITE ENERGY PRESS KEYS 1,2,3,A,X,C,V, AND THE RIGHT ARROW KEY, BUT REMEMBER THAT YOU CAN STILL DIE ON LEVEL 3 BY FALLING OF THE ROOFTOPS.
- 2) ON THE TECHNODROME LEVEL FOR THE END OF LEVEL GUARDIAN STAND WHERE THE CROSS IS, AND THE BULLETS FROM THE EYE CANNOT GET YOU. WHEN YOU FIGHT SHREDDER JUST STAND ON THE LEDGE AND SHOOT HIM WHEN HE COMES NEAR YOU. DO NOT JUMP AFTER HIM.

1994 HAS BEEN A YEAR OF TRIUMPHS AND TRIBULATIONS FOR US ALL, BUT AS ALWAYS IN LIFE EACH PROBLEM IF PROPERLY HANDLED LEADS TO A NEW BEGINNING. THE HARD LESSONS HAVE BEEN WELL LEARNED FROM OUR FIRST YEAR IN EXISTENCE, AND SUPPORT CONTINUES TO GROW BOTH HERE AND ABROAD. WITH ALL OF YOU BEHIND US 1995 IS SET FAIR TO BE THE YEAR THE SPECTRUM WAS REBORN, SO KEEP THE FAITH AND KEEP SUPPORTING SPECTRUM U.K

FINALLY SINCE THIS IS THE LAST ISSUE OF 1994 I WISH YOU ALL A VERY HAPPY CHRISTMAS AND A SUCCESSFUL NEW YEAR.

PLEASE SEND ALL LETTERS TO EITHER:-

OR
AT
WOLFGANG'S LAIR
QUESTER'S QUORUM
101 BURY ROAD,
STOWMARKET,
SUFFOLK,
IP14-1PD.



QUESTER'S REVIEW



MOST PEOPLE ARE FAMILIAR WITH THE GREEK AND ROMAN MYTHS, BUT SADLY FEW REALISE THE RICH LEGENDS WHICH OUR OWN HERITAGE HAS. DENNIS IS OBVIOUSLY NOT ONE OF THOSE AS HIS GAME IS BASED ON THE CELTIC MYTH OF GWION BACH A BOY SPELL BOUND TO THE HAG CERIMEN, AND FORCED TO BE HER SERVANT AND TEND HER CAULDRON. IT IS GWION BACH'S DESTINY TO BECOME THE ALL SEEING PROPHET BARD TALIESIN. I WILL LEAVE YOU TO VISIT THE LIBRARY AND READ THE MYTH FOR YOURSELVES. IT IS VERY PLEASANT TO SEE AN AUTHOR USING A STORY FROM OUR OWN MYTHS AND THUS BRINSING IT TO

A WIDER AUDIENCE.

SONS OF TALIESIN IS A TEXT ONLY ADVENTURE IN TWO PARTS. THE INTRODUCTION SETS THE SCENE NICELY AND CONTRIBUTES TO THE ATMOSPHERE WHICH IS A NECESSARY PART OF THIS KIND OF SCENARIO. THIS IS MAINLY A GAME FOR EXPERIENCED PLAYERS, BUT THAT SHOULD NOT PREVENT BEGINNERS GIVING IT A TRY. A HELP FACILITY IS PROVIDED WHICH ASSISTS WITH THE VERBS REQUIRED, AND SOME BRIEF HINTS.

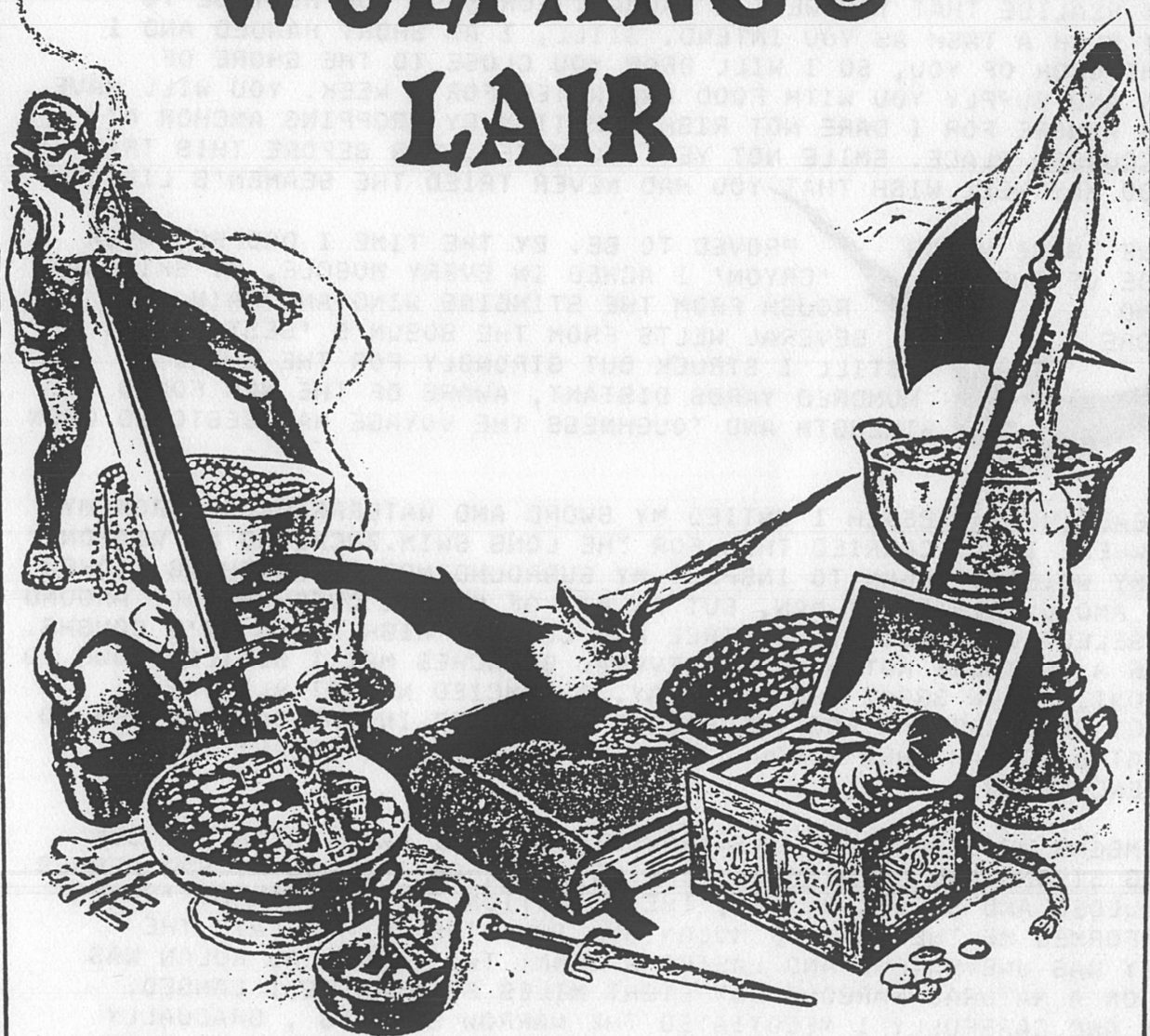
INTERACTION WITH OTHER CHARACTERS IS A MUST AND THEY SHOULD ALWAYS BE GREETED WHEN MET. GWYN IN PARTICULAR IS ESSENTIAL TO YOUR SUCCESS IN PART ONE, SO HELPING HIM IS IMPORTANT. YOU CAN SPEAK TO THE OTHER CHARACTERS WHO WILL AID YOU OR NOT. VERY LITTLE IS OBVIOUS IN THIS GAME SO CAREFUL THOUGHT, SEARCHING, AND EXPERIMENTATION ARE THE ORDER OF THE DAY.

A WELL DESIGNED AND SKILLFULLY PRESENTED GAME THAT HAS A GOOD HELPING OF DIFFICULT PROBLEMS. DENNIS OBVIOUSLY HAS A REAL REGARD FOR HIS SUBJECT MATTER AND HAS PRODUCED AN ATMOSPHERIC GAME OF QUALITY. IF YOU LIKE GAMES WITH A MYTHICAL FLAVOUR THEN THIS IS CERTAINLY ONE WORTH BUYING. IT IS NOT EASY TO SOLVE BUT I FOUND MYSELF DRAWN INTO IT AND TRYING OVER AND OVER AGAIN TO SOLVE SOME OF THE PROBLEMS. I MUST ADMIT THAT I HAVE BEEN HOOKED ON ALL THINGS ESOTERIC SINCE MY YOUTH, ESPECIALLY FANTASY LITERATURE AND ART, THE DRUIDS AND AMERICAN INDIAN BELIEFS, AND OF COURSE FANTASY ADVENTURES. OF THOSE I HAVE PLAYED THIS ONE RATES HIGH UPON MY LIST OF FAVOURITES. I HAVE NOT PLAYED DENNIS'S PREVIOUS GAMES PARSEUS AND DIARMID, BUT FULLY INTEND TO DO SO. TO SUM UP THIS IS AN EXCELLENT GAME WITH GOOD SCENARIO, CLEVER USE OF APPROPRIATE PROBLEMS, AND WELL WRITTEN TEXT IN THE INTRODUCTION, DESCRIPTIONS AND RESPONSES. WELL WORTH THE PRICE AS IT WILL KEEP YOU HAPPY FOR HOURS. THE PRICE IS £2.49 FOR TAPE, £3.49 FOR +3 DISK AND £2.99 FOR AMIGA AND PC.

ZENOBI HAVE DONE US PROUD WITH THESE GAMES AND ARE KEEPING UP THE HIGH STANDARD OF THEIR RELEASES. WRITE TO THEM AT 26 SPOTLAND TOPS, CUTGATE, ROCHDALE, LANCASHIRE, OL12-7NX.

REMEMBER TO MENTION QUESTER'S REVIEW AND SPECTRUM U.K.

WOLFANG'S LAIR



SPECTRUM U.K.

The magazine for SPECTRUM enthusiasts

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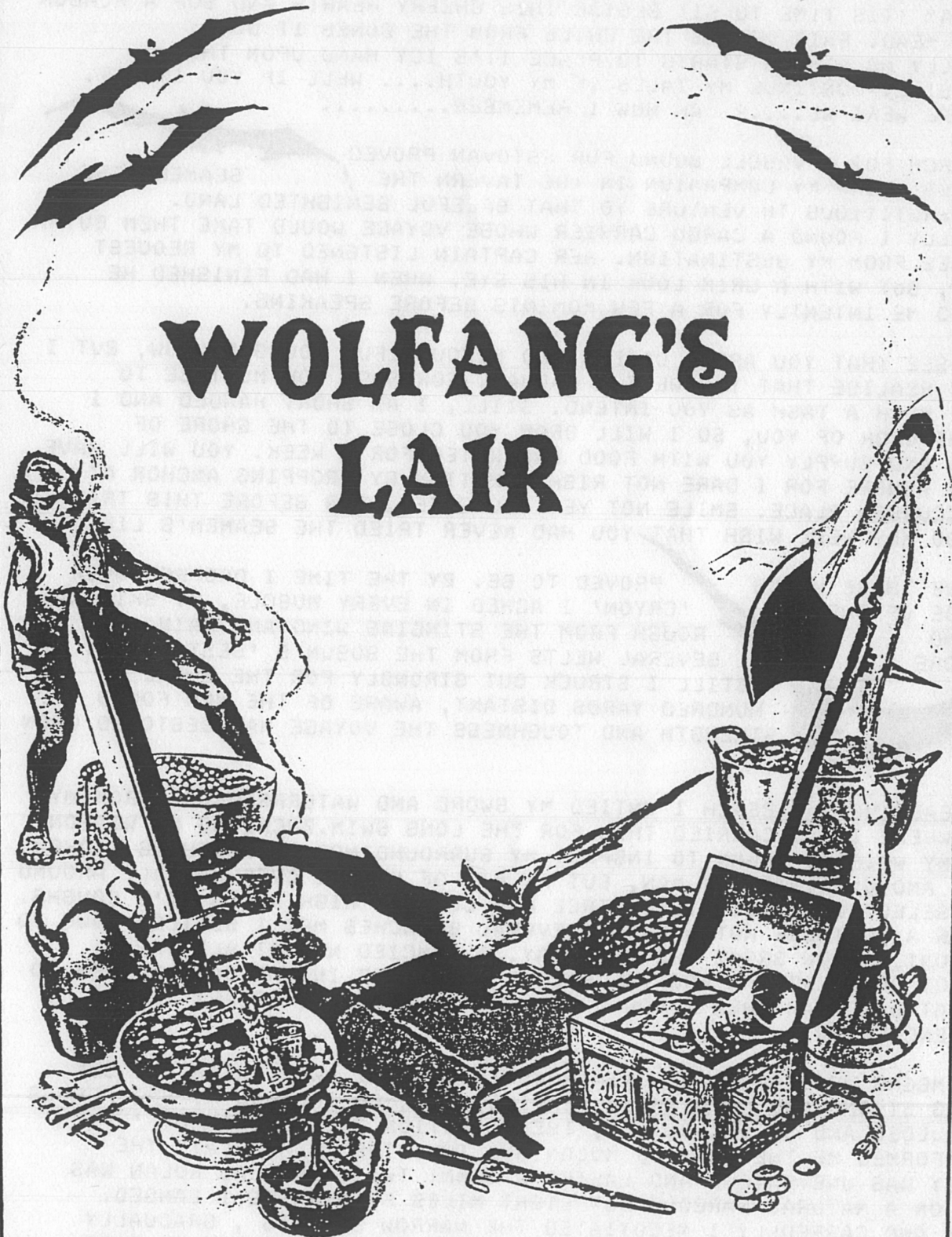
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WOLFANG'S LAIR



WELL 'TIS A GREAT PLEASURE TO SEE YOU ALL AGAIN TO BE SURE. MY TWO NEW ACCOLYTES ARE PROGRESSING WELL IF SLOWLY. THE WAYS OF THE LORE ARE DIFFICULT BOTH IN CONCEPT AND PRACTICE. 'TAS SURPRISED ME HOW VERY TIRING IT IS TO BE A TEACHER OF SUCH GREAT AND IMPORTANT TRUTHS. GLAD I AM 'TIS TIME TO SIT BESIDE THIS CHEERY HEARTH AND SUP A FLAGON OF GOOD MEAD. FAIR DRIVES THE CHILL FROM THE BONES IT DOES, 'SPECIALLY AS WINTER STARTS TO PLACE IT'S ICY HAND UPON THE COUNTRYSIDE. CONTINUE MY TALES OF MY YOUTH.... WELL IF YOU INSIST. NOW WHERE WERE WE....? AH NOW I REMEMBER.....

THE SEARCH FOR A VESSEL BOUND FOR ESTOVAN PROVED FRUITLESS. LIKE MY COMPANION IN THE TAVERN THE SEAMEN WERE TOO SUPERSTITIOUS TO VENTURE TO THAT BALEFUL BENIGHTED LAND. EVENTUALLY I FOUND A CARGO CARRIER WHOSE VOYAGE WOULD TAKE THEM BUT A FEW MILES FROM MY DESTINATION. HER CAPTAIN LISTENED TO MY REQUEST QUIETLY, BUT WITH A GRIM LOOK IN HIS EYE. WHEN I HAD FINISHED HE REGARDED ME INTENTLY FOR A FEW MOMENTS BEFORE SPEAKING.

'I CAN SEE THAT YOU ARE A DETERMINED RESOURCEFUL YOUNG FELLOW, BUT I DID NOT REALISE THAT YOU WERE A MADMAN. FOR SUCH YOU MUST BE TO ATTEMPT SUCH A TASK AS YOU INTEND. STILL, I AM SHORT HANDED AND I LIKE THE LOOK OF YOU, SO I WILL DROP YOU CLOSE TO THE SHORE OF ESTOVAN AND SUPPLY YOU WITH FOOD AND WATER FOR A WEEK. YOU WILL HAVE TO SWIM ASHORE FOR I DARE NOT RISK A MUTINY BY DROPPING ANCHOR AT THAT ACCURSED PLACE. SMILE NOT YET YOUNGSTER, FOR BEFORE THIS TRIP IS OVER YOU MAY WELL WISH THAT YOU HAD NEVER TRIED THE SEAMEN'S LIFE.'

HOW TRUE THOSE WORDS THE SIDE OF THE SORE AND HIDE SORE PROVED TO BE. BY THE TIME I DROPPED OVER 'CRYON' I ACHED IN EVERY MUSCLE, MY SKIN WAS ROUGH FROM THE STINGING WIND AND RAIN, AND MY SEVERAL WELTS FROM THE BOSUN'S 'BESTIRRER'. STILL I STRUCK OUT STRONGLY FOR THE SHORE A HUNDRED YARDS DISTANT, AWARE OF THE NEW FOUND STRENGTH AND TOUGHNESS THE VOYAGE HAD BESTOWED UPON ME.

UPON REACHING THE BEACH I UNTIED MY SWORD AND WATERPROOFBAG FROM MY BACK, WHERE I HAD CARRIED THEM FOR THE LONG SWIM. BUCKLING MY WEAPON ABOUT MY WAIST I BEGAN TO INSPECT MY SURROUNDINGS. EVERYTHING LOOKED VIRGIN AND UNTAINTED MY MAN, BUT AN AIR OF MENACE OVERHUNG ALL AROUND ME. I SELECTED A TALL STURDY TREE AND CLIMBED HIGH AMONG IT'S BOUGHS. FINDING A SUITABLE NOTCH WHERE SEVERAL BRANCHES MET I SETTLED DOWN TO SLEEP UNTIL DAWN BROKE THE NEXT DAY. I FANCIED NOT AT ALL THE PROSPECT OF SEARCHING FOR THE PALACE THIS LATE IN THE DAY. BETTER TO START AT DAYBREAK WHEN I COULD AT LEAST SEE ANY ADVERSARY THAT I MIGHT ENCOUNTER.

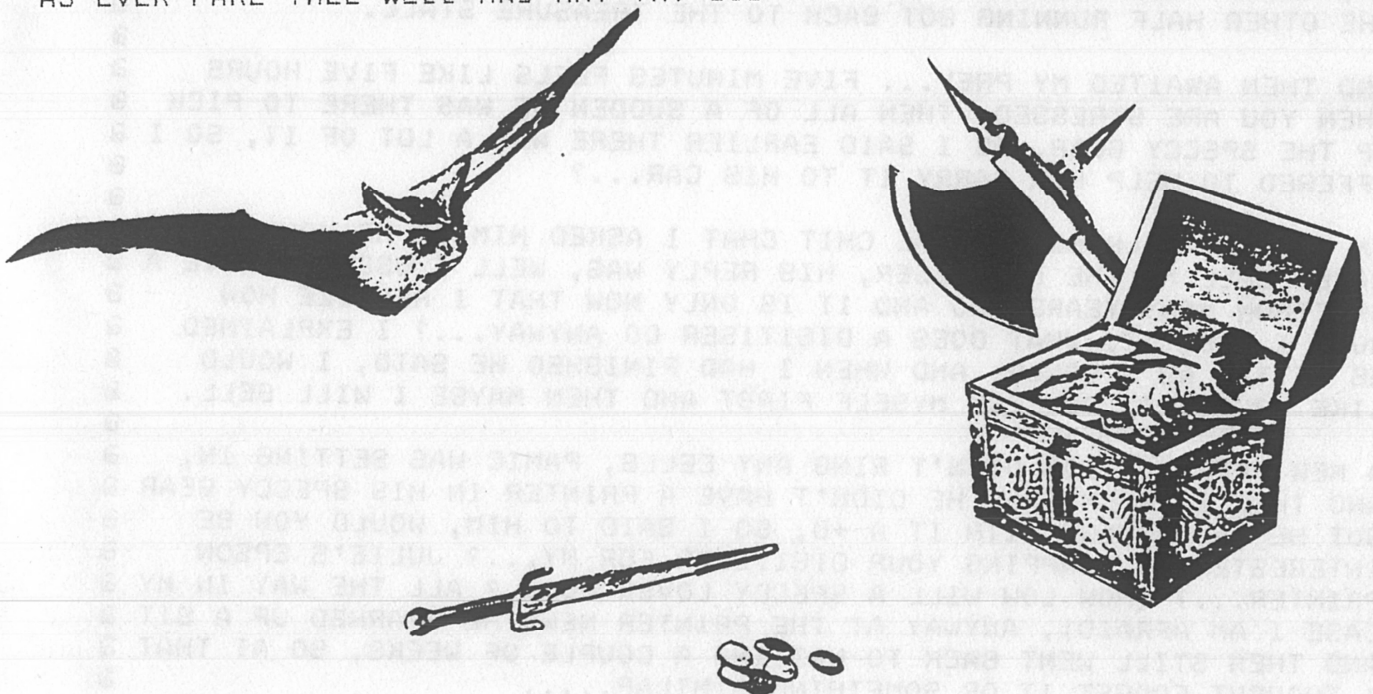
MY SLUMBERS WERE DEEP AND UNINTERRUPTED, AND I AWOKE WITH THE SUN FEELING STRONG AND REFRESHED. LEAVING MY PERCH I SLUNG MY BAG ACROSS MY SHOULDER AND STRUCK OUT NE, THE DIRECTION THE CAPTAIN OF 'CRYON' HAD INFORMED ME THE CITY OF KULAN AND THUS THE PALACE LAY. THE JOURNEY WAS UNEVENTFUL AND LASTED A SCANT TWO HOURS, AS KULAN WAS BUILT ON A NATURAL HARBOUR BUT EIGHT MILES FROM WHERE I LANDED. SLOWLY AND CAREFULLY I NEGOTIATED THE NARROW STREETS, GRADUALLY WORKING MY WAY TOWARDS WHAT COULD ONLY BE THE PALACE FOR IT ROSE ABOVE ALL OTHER BUILDINGS IN THE CITY. I EXPECTED TO BE ATTACKED AT ANY MOMENT BUT MET NEITHER MAN NOR BEAST. REACHING THE PALACE WALL I EASILY SCALED IT AS VEGETATION HAD TAKEN ROOT IN THE CRACKS BETWEEN THE STONES. AT LAST I HAD REACHED A CLUMP OF BUSHES AND TREES THAT OVERLOOKED THE INNER GARDEN, AND GLIDED SILENTLY INTO IT.

THE PALACE GROUNDS LAY BEFORE ME SHOWING MANY YEARS OF NEGLECT. WELL PLANNED AND TENDED FLOWER BEDS HAD BEEN REPLACED BY A PROFUSION OF WILD GROWTH. THE FACT THAT NOT A SOUND OR MOVEMENT HAD DISTURBED THIS ASPECT FOR THREE HOURS RAISED THE HAIRS ALL OVER MY BODY. NOT EVEN THE BUZZ OF AN INSECT HAD I DETECTED SINCE I SCALED THE GARDEN WALL. SUCH AN UNNATURAL SILENCE BETOKENED THE PRESENCE OF A GREAT AND EVIL SORCEROUS INFLUENCE. EVEN THE SUN, REFLECTED FROM THE HEAVILY GLIDED SPIRES AND DOMES, HAD A DARK LEERING FACE.

WITH THESE THOUGHTS IN MIND I SURVEYED THE SCENE BEFORE ME. STILL NOTHING STIRRED TO INDICATE THAT ANYONE, OR ANYTHING, STILL DWELT WITHIN THIS ONCE MAGNIFICENT EDIFICE. SLOWLY, WITH THE STEALTH OF THE BORN HUNTER, I GLIDED FROM THE CONCEALING FOLIAGE. BARELY A LEAF TREMBLED TO BETRAY MY PASSING. WITH A SURE BUT CAREFUL TREAD I CROSSED THE NEGLECTED GARDEN, AND APPROACHED THE ENTRANCE PORCH. TO MY SURPRISE THE VALVE, COMPRISING OF TWO HEAVILY STUDDED AND MALICIANILY CARVED BRONZE DOORS, STOOD OPEN. FEARING A TRAP I PEERED GRIMLY INTO THE GLOOM, BUT MY EYES COULD NOT PIERCE THE SHADOWS INSIDE. CROUCHING, HOLDING MY SWORD READY TO STAB OR PARRY, I CAUTIOUSLY STEPPED INSIDE.

THE HOUR GROWS LATE AND BEFORE I RETIRE THERE ARE THOSE WHO NEED OLD WOLFANS'S HELP. IAN FROM BIRMINGHAM WANTS TO KNOW HOW TO CROSS THE QUICKSAND IN 'GOLDEN PYRAMID'. WELL THERE ARE TWO ANSWERS TO THIS PROBLEM, FIRSTLY TO CROSS THE QUICKSAND USE THE MAP AND COMPASS. IF YOU ENTER THE PYRAMID AND TURN THE RED WHEEL YOU FIND THAT IT WILL RAISE THE IRON PANEL, THIS EXPOSES THE ROUTE TO AVOID THE QUICKSAND. JEAN FROM LONDON NEEDS TO KILL THE PLAINS LION IN 'THE CHALLENGE', SHE HAS USED THE SHORT SPEAR BUT THIS DOES NOT WORK. AFTER THE LIGHTNING STRIKES THE TREE CHOP SOME STRAIGHT BRANCHES. TAKE THESE INTO THE ARMOURER'S HUT WHERE YOU WILL BE GIVEN A LONG SPEAR IN EXCHANGE. ALAN FROM HALIFAX CAN'T GET RID OF JACK FROST IN 'CLOUD 99' AND SHOULD SPRAY HIM WITH DE-ICER.

WELL IT IS TIRED NOW I AM SO MUST BID YOU FAREWELL TILL NEXT TIME. AS EVER FARE THEE WELL AND MAY THY GOD WALK EVER BESIDE THEE.



LAST POST

THE STRANGE TALE OF THE LOST SPECCY LOVERS

BEFORE I BEGIN TO TELL YOU THIS TALE LET ME ASSURE YOU THAT IT IS COMPLETELY TRUE...

IT BEGAN TWO WEEKS AGO, WE WERE AT A VERY LARGE CHRISTMAS BOOTSALE IT WAS COLD BUT WE ARE BOOTSALE ADDICTS SO THERE WE WERE, WALKING AROUND I SPOTTED A STALL WITH A LOAD OF SPECCY GEAR DISPLAYED, A LOT OF SPECCY GEAR, AND THERE AMONGST IT WAS A BOXED AS NEW DIGITISER.

TO SAY I WAS SHOCKED WOULD BE AN UNDERSTATEMENT, ANYWAY I WAS ON THE STALL HOLDER IN A FLASH, HOW MUCH FOR THIS I SAID...? NOT TRYING TO SOUND DESPERATE, THE MAN LOOKED AND REPLIED I AM SORRY BUT SOMEONE HAS BOUGHT THE WHOLE LOT, HE HAS PUT DOWN A TENNER DEPOSIT AND GONE TO FETCH THE REST OF THE MONEY.

WHAT A DREADFUL BLOW, ALL THIS WHILE SEARCHING FOR A DIGITISER AND HERE IS ONE BEFORE ME ONLY TO BE GONE FOREVER, BY NOW JULIE HAD GOT A FIRM GRIP ON MY ARM AND WAS LITERALLY PULLING ME AWAY FROM THE SAID TREASURE, SAYING FORGET IT THERE IS ALWAYS ANOTHER DAY, BUT AS ANY SPECCY LOVER WORTH THEIR SALT WILL KNOW, YOU DON'T FORGET IT, AND THE BATTLE IS NEVER LOST, NOT WHEN THIS MAN IS GOING TO COME BACK TO COLLECT HIS...? MY...? BOOTY.

SO WALKING AROUND WITH JULIE'S FIRM GRIP ON MY ARM, MY MIND WAS RACING...GET BACK THERE AND WAIT FOR THE MAN, DO A DEAL FOR CHRIST'S SAKE, THEN LADY LUCK INTERVENED, A PRINTER ON ANOTHER STALL... JULIE SAW IT, AND RELEASED HER GRIP ON ME AND WAS OFF, FROM WHERE I WAS I COULD SEE THAT IT WAS AN EPSON JOB ALL BOXED UP, ANYWAY SEIZING THE OPPORTUNITY TO ESCAPE I, HALF WALKING AND THE OTHER HALF RUNNING GOT BACK TO THE TREASURE STALL.

AND THEN AWAITED MY PREY... FIVE MINUTES FEELS LIKE FIVE HOURS WHEN YOU ARE STRESSED, THEN ALL OF A SUDDEN HE WAS THERE TO PICK UP THE SPECCY GEAR, AS I SAID EARLIER THERE WAS A LOT OF IT, SO I OFFERED TO HELP HIM CARRY IT TO HIS CAR...?

ON THE WAY TALKING GENERAL CHIT CHAT I ASKED HIM IF HE WOULD MAYBE SELL ME THE DIGITISER, HIS REPLY WAS, WELL I USED TO HAVE A SPECTRUM MANY YEARS AGO AND IT IS ONLY NOW THAT I REALIZE HOW MUCH I MISS IT, WHAT DOES A DIGITISER DO ANYWAY...? I EXPLAINED AS LITTLE AS I COULD, AND WHEN I HAD FINISHED HE SAID, I WOULD LIKE TO TRY IT OUT FOR MYSELF FIRST AND THEN MAYBE I WILL SELL.

A NEW OFFER OF £25 DIDN'T RING ANY BELLS, PANIC WAS SETTING IN, AND THEN I REMEMBERED HE DIDN'T HAVE A PRINTER IN HIS SPECCY GEAR BUT HE HAD BOUGHT WITH IT A +D, SO I SAID TO HIM, WOULD YOU BE INTERESTED IN SWAPPING YOUR DIGITISER FOR MY...? JULIE'S EPSON PRINTER...? (HOW LOW WILL A SPECCY LOVER GO...? ALL THE WAY IN MY CASE I AM AFRAID), ANYWAY AT THE PRINTER NEWS HE SPARKED UP A BIT AND THEN STILL WENT BACK TO WAITING A COUPLE OF WEEKS, SO AT THAT I THOUGHT FORGET IT OR SOMETHING SIMILAR.....

LAST POST

AND THEN HE SAID SOMETHING...? 'YOU OUGHT TO COME AND JOIN OUR SPECTRUM USERGROUP'...? A SPECTRUM USERGROUP...? WHERE I ASKED...? HERE IN MELTON AT THE COLLES HALL EVERY TUESDAY NIGHT AT 7 P.M, AT THAT NEWS I WAS GOBSMACKED, HOW LONG HAS IT BEEN GOING I INQUIRED...? FOR AROUND THREE MONTHS HE SAID, AT THAT I SAW THAT JULIE WAS RAPIDLY APPROACHING CLUTCHING THE EPSON THAT I HAD JUST OFFERED THIS MAN, NOT WISHING TO BE TURNED INTO MINCEMEAT I HASTILY WISHED THE MAN GOODBYE AND MET JULIE HALF WAY.

I RELATED THE STORY OF THE USERGROUP THAT THE MAN HAD TOLD ME TO JULIE, WHOSE RESPONSE WAS...NEVER HE WAS JUST TRYING TO GET YOU OFF HIS COAT TAILS, RELUCTANTLY I AGREED WITH HER.

NEVER THE LESS WHEN I GOT HOME THE FOLLOWING DAY WHICH WAS A MONDAY, JULIE HAD BEEN TO THE COLLES HALL JUST TO CONFIRM WHAT WE BOTH THOUGHT, NOTHING THERE SHE SAID, NO SIGNS OF LIFE IN ANY FORM, NO NOTICES ON THE BOARD ZILCH, RIGHT THATS THAT THEN LET'S FORGET IT.

NEXT DAY TUESDAY CAME ALONG, WE HAD EATEN OUR TEA AND THE CLOCK WAS SHOWING 6.45PM, WHEN ALL OF A SUDDEN JULIE JUMPED UP, COME ON I CAN'T STAND THIS SHE SAID WE HAVE TO KNOW, SO OFF WE WENT TO THE COLLES HALL TAKING WITH US SOME SPEC UK MAGS JUST IN CASE.

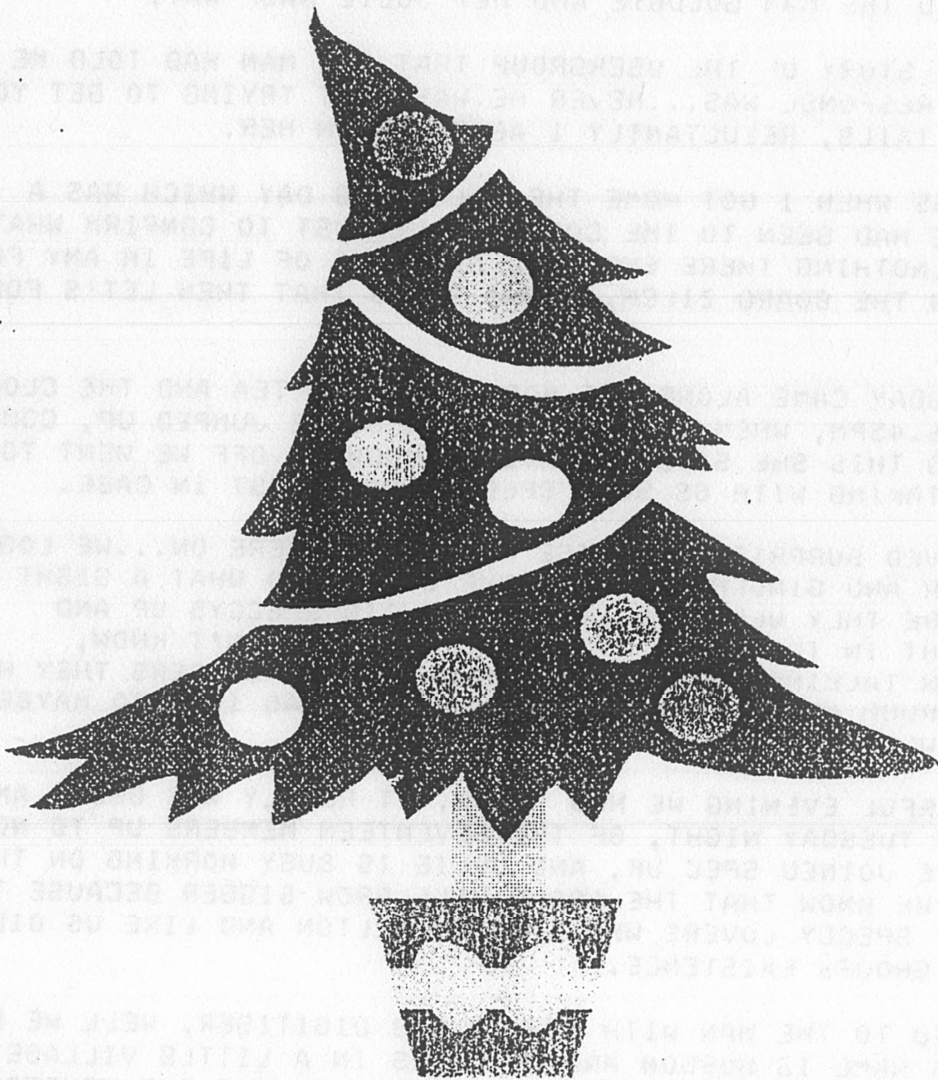
WHEN WE ARRIVED SURPRISE SURPRISE THE LIGHTS WERE ON...WE LOOKED AT EACH OTHER AND GINGERLY OPENED THE DOOR, AND WHAT A SIGHT MET OUR EYES THERE THEY WERE SPECCY LOVERS WITH SPECCYS UP AND PUNNING, RIGHT IN THE HEART OF MELTON AND WE DIDN'T KNOW, APPARENTLY ON TALKING FURTHER WITH SOME OF THE MEMBERS THEY HAD FORMED THE GROUP AROUND THE TIME WHEN JULIE WAS ILL, SO MAYBE THAT IS WHY WE MISSED IT.

WHAT A WONDERFUL EVENING WE HAD THERE, IT REALLY WAS GREAT, AND WE NOW DO EVERY TUESDAY NIGHT, OF THE SEVENTEEN MEMBERS UP TO NOW FOURTEEN HAVE JOINED SPEC UK, AND JULIE IS BUSY WORKING ON THE OTHER THREE, WE KNOW THAT THE GROUP WILL GROW BIGGER BECAUSE THERE ARE A LOT OF SPECCY LOVERS WHO LIVE IN MELTON AND LIKE US DIDN'T KNOW OF THE GROUP'S EXISTENCE.

WHAT HAPPENED TO THE MAN WITH MY...? HIS DIGITISER, WELL WE FOUND OUT THAT HIS NAME IS GORDON AND HE LIVES IN A LITTLE VILLAGE JUST OUTSIDE MELTON, HE TRAVELS A LOT IN HIS WORK, BUT THE MEMBERS ASSURED ME THAT HE WILL BE AT THE HALL NEXT WEEK, SO ALL IS NOT YET LOST.

IF THERE ARE ANY OF YOU WHO KNOW OF, OR INDEED ARE MEMBERS OF SPECCY USERGOUPS IN YOUR AREA, OR ANY SPECCY FANZINES, IN ACTUAL FACT ANYTHING TO DO WITH THE OLD SPECTRUM, THEN DO WRITE IN AND LET US KNOW, AND WE WILL INCLUDE IT IN THE NEXT ISSUE OF SPECTRUM U.K.

HAPPY



CHRISTMAS